

ANOINTED

Commanders of the Phoenix Guard, the Anointed have been granted the blessing of the Ur-Phoenix. They march through the thickest storms of enemy magic without injury, before sweeping their foes aside with gleaming halberds.



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

DESCRIPTION

An Anointed is a single model armed with a Great Phoenix Halberd.

ABILITIES

Blessing of the Ur-Phoenix: *Motes of elemental magic sparkle about this warrior, protecting them from harm.*

This model can attempt to dispel 1 endless spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Witness to Destiny: *Incoming blows and bolts of sorcery somehow contrive to miss their mark.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

COMMAND ABILITY

Captain of the Phoenix Guard: *Marked for greatness by their deity, the commanders of the Phoenix Guard can inspire their warriors to acts of greatness.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **HERO** with this command ability. Until the end of that phase, you can re-roll wound rolls for attacks made by friendly **PHOENIX TEMPLE** units while they are wholly within 12" of that **HERO**.

KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, PHOENIX TEMPLE, HERO, ANOINTED