



FORTRESS WALL

Towering walls charged with baleful sorceries cast ominous shadows over any who dare besiege the fortresses of Chaos. From their ramparts, fell champions hurl curses at their weakening foes, while blasts of raw magic obliterate would-be trespassers at the whim of tyrannical castellans.

DESCRIPTION

A Fortress Wall is a piece of scenery consisting of a single model. It provides refuge for any troops that occupy it, and allows them to rain death upon foes below. Fortress Walls are further enhanced with trespasser wards, which hurl lethal bolts of energy at enemies who approach too close to the wall, or attempt to fly over it.

SCENERY RULES

The following rules are used for this piece of scenery (do not roll on the Scenery Table on the *Warhammer: Age of Sigmar* rules sheet).

Defiant Proclamation: If a **HERO** from your army is on a Fortress Wall in your hero phase, he can make a defiant proclamation, belittling the honour, martial prowess or ancestors of the foe. If he does so, select a unit and roll two dice. If it is within that many inches of your **HERO**, the unit is goaded and becomes enraged by the insults. Whilst it is enraged, your opponent must subtract 1 from the unit's hit rolls unless the target is the **HERO** that made the defiant proclamation. The unit remains enraged until your next hero phase or until the **HERO** who goaded them is slain.

Trespasser Wards: Roll a dice if an enemy unit flies over, or finishes its movement phase, within 3" of a Fortress Wall that has only models from your army on it. If the roll is less than or equal to the number of models in the enemy unit, bolts of destructive magical energy leap forth and inflict D3 mortal wounds upon it.

Walls of Death: Roll a dice for each model that starts its move outside a Fortress Wall, and finishes its move on the wall within 3" of an enemy model. On a roll of 1, the model is slain as it attempts to scale the walls. Models that can fly and **MONSTERS** do not have to take this test.

KEYWORDS

SCENERY, DREADHOLD, FORTRESS WALL