

MALEFIC GATE

Massive iron-bound Malefic Gates defend the bastions of the Dark Gods. Tall, sturdy, and all but impregnable, they require epic feats of strength to heave open or grind closed. Snapping skulls and razor-sharp blades ring the gates, promising death to any who try and scale their heights or batter their way through to the defenders beyond.

DESCRIPTION

A Malefic Gate is a piece of scenery consisting of a single model. Its high walls provide a refuge for any troops that occupy them and bladed ramparts from which warriors can rain death upon foes below. The massive gates can be swung open to allow warriors to rush out against the enemy, or closed tight shut to keep those behind them safe from attack. Only the strongest monsters or the most powerful wizards can hope to break down a well-defended Malefic Gate. The gates can be further bolstered with blessed sigils to provide sheltering troops with magical as well as physical protection, and many Malefic Gates are adorned with hideous screaming gargoyles, which give warning of an enemy attack and strike terror into the hearts of the foe.

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).

Man the Gates!: You can attempt to open or close the gates in your hero phase. In order to do so you must have either one **MONSTER** or five other models within 3" of the gates. If there are no enemy models within 3" of the gates, they open or close.

Models behind (i.e. defending) a closed Malefic Gate can always open it if they have enough models within 3", regardless of the presence of enemy models in front of the gate. Otherwise, if there are enemy models within 3" of the gates, both players must roll a dice. Each player then adds 1 to their roll for each **MONSTER** and for every five other models they have within 3" of the gates. If your result is at least twice that of your opponent's, you can open or close the gates and any models that would block them from opening or closing to their full extent are crushed by their massive bulk and slain.

WIZARDS within 12" of a Malefic Gate know the Arcane Blast spell in addition to any other spells that they know.

ARCANE BLAST

With a gesture the caster unleashes a sorcerous blast that hammers at the gates with the strength of a score of men. Arcane Blast has a casting value of 5. If successfully cast, you can immediately attempt to open or close a Malefic Gate within 12", as described in the Man the Gates! ability, as if an additional 20 friendly models were within 3" of the gates.

Blessed Sigils: If a **PRIEST** is within 3" of a closed Malefic Gate in its hero phase, it can carve blessed sigils of protection across it. To do so roll a dice; on a 1 his ministrations anger the spirits residing within the gates and he suffers a mortal wound. On a 2 or more the gates are successfully carved and the gates protected. Whilst protected with blessed sigils, roll a dice whenever an enemy **WIZARD** successfully casts a spell within 12" of the Malefic Gate, before resolving that spell's effect(s). On a 4 or more the sigils burn bright with power and the caster suffers D3 mortal wounds (if the **WIZARD** is killed, his spell is immediately unbound). The next time the Malefic Gate is opened the blessed sigils are broken and will cease to protect it.

Walls of Death: Roll a dice for each model that starts its move outside a Malefic Gate and finishes its move on its walls 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.

Screaming Gargoyles: If the only models within 3" of a Malefic Gate in your hero phase are from your army, you can unleash the power of any Screaming Gargoyles that adorn its walls. If you do so, enemy units that are within 12" of any of the gate's Screaming Gargoyles must take a battleshock test. In addition, any of your units within 12" of any of the Screaming Gargoyles in the movement phase of that turn can run, and still shoot or charge in the same turn.

KEYWORDS

SCENERY, DREADHOLD, MALEFIC GATE