

OVERLORD BASTION

The Overlord Bastions are grim reminders of the dominion of the Chaos Gods. Atop their ramparts soldiers are all but immune to assaults, shielded by high walls and heavy stone. There is dark power woven into every one of these foreboding strongholds, that priests and wizards might call upon to terrorize their foes with storms of blades and rains of blood.

DESCRIPTION

An Overlord Bastion is a piece of scenery consisting of a single model. Its thick walls and lofty battlements enable warriors to strike at their enemies with impunity, and priests can call on the power of the dread gargoyles on the bastion's high tower. The keep's battlements provide an ideal vantage for standard bearers and demagogues, and magical energy gathers at the lower battlements to empower fell sorceries.

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).

Dominant: If a model from your army with the **TOTEM** keyword is garrisoning this building, then the ranges of any abilities that it has are doubled.

Locus of Fell Energy: The Bastion crackles with the power of raw magic. You can add 1 to casting and unbinding rolls for **WIZARDS** garrisoning an Overlord Bastion, and add 6" to the range of any spell they cast.

Dread Gargoyles: If your general or a **PRIEST** from your army is garrisoning this building in your hero phase, you can unleash the power of the building's dread gargoyles.

If you do so, roll a dice and refer to the table, right, to see what happens. Unless noted otherwise, the result lasts until the start of your next hero phase, and does not apply to units garrisoning the Bastion.

Roll Effect

- 1 **Smote by the Gods:** Roll the dice again. On a roll of 2-6 this model's Dread Gargoyles ability cannot be used for the rest of the battle. On a roll of 1 the model that unleashed the power of the gargoyles is smote by the gods. A **CHAOS** model is transformed into a **CHAOS SPAWN** for the rest of the battle (if no **CHAOS SPAWN** model is available, the model is slain instead). Any other model is blasted to ash and slain.
- 2 **Terrifying Screams:** Each unit (friend or foe) that is within 12" of this building must immediately take a battleshock test. **CHAOS** units are not affected by these screams.
- 3 **Torrent of Blood:** Any unit (friend or foe) that ends its movement phase outside the tower but within 3" of it suffers D3 mortal wounds.
- 4 **Vorpal Barrier:** Enemy units cannot attack units occupying the tower or its battlements.
- 5 **Ruby Rays of Death:** Pick one enemy unit within 18" of this building, and which is visible from one of the gargoyles on the corners of the tower. The unit you pick suffers D6 mortal wounds.
- 6 **Blessed:** Pick the result of your choice.

Garrisons: A unit can garrison an Overlord Bastion if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Bastion when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **HERO** and two other units can garrison an Overlord Bastion. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Only models garrisoning an Overlord Bastion can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all respects, but it is a useful way to show which unit is occupying the building and that you control it!