

SKULL KEEP

Raised to the glory of the Dark Gods, a Skull Keep's skull-studded walls and brass-bound crenellations tower over the battlefield. From behind its formidable ramparts a defender can rain death upon their foes. Those who dare can call upon the favour of gods themselves to loose the tower's fell might, unleashing torrents of blood and blazing beams of death.

DESCRIPTION

A Skull Keep is a scenery piece consisting of a single model. Warriors can shelter behind its walls and upon its battlements, while brave priests and powerful heroes can unleash the power of the dread gargoyles on the corners of the building. Any army standard unfurled upon the keep's battlements can be seen far and wide, bolstering troops that are nearby and intimidating 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).

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.

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 Skull Keep.

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 the Skull Keep 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 Skull Keep but within 3" of it suffers D3 mortal wounds.
- 4 **Vorpal Barrier:** Enemy units cannot attack units occupying the Skull Keep or its battlements.
- 5 **Ruby Rays of Death:** Pick one enemy unit within 18" of the Skull Keep, 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 a Skull Keep 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 Skull Keep 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 one other unit can garrison a Skull Keep. 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 a Skull Keep 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!

KEYWORDS

SCENERY, DREADHOLD, BUILDING, SKULL KEEP