

# CITIES OF SIGMAR

## ZENESTRA'S ZEALOTS

This Spearhead army consists of the following units:

### GENERAL

- ◆ Freeguild Marshal and Relic Envoy  
(*The Relic Envoy is a token*)

### UNITS

- ◆ Pontifex Zenestra, Matriarch of the Great Wheel
- ◆ 1 Freeguild Command Corps Whisperblade
- ◆ 1 Freeguild Command Corps Arch-Knight and Retinue
- ◆ 5 Freeguild Steelhelms
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For all the terrible potency of its cannons and Cogforts, faith is the bedrock of the Sigmarite war machine: faith in the indomitable power of the God-King and in the cause of justice. Few beings in existence represent the power of such belief as much as Pontifex Zenestra, the legendary Matriarch of the Great Wheel. Several times has she been recorded as slain, only for her to manifest anew wherever the need of the God-King's folk is greatest, encouraging the faithful to oil the wheel of progress with their own blood.

Zenestra's Zealots are the fanatical soldiers that escort the Pontifex into battle, knowing that their souls are safest by her side, even if their bodies might be blasted and torn. Zenestra selects the most pious Freeguild Marshals and their Command Corps to accompany her, relying upon these veteran warleaders to temper the righteous fury of the Steelhelm infantry with tactical nous. Full of zealous drive, these stubborn souls would rather perish in agony than fail their saintly leader.

*"The Great Wheel ever turns. Tomorrow it might crush us beneath its holy spokes, but today the enemy shall be ground to nothing!"*

– Pater 'Wildeye' Klarn of the 67<sup>th</sup> Hammerhalian Regiment of Foot



Following the gleaming visage of their Pontifex, Zenestra's Zealots march to war, ready to lay down their lives to ensure the Great Wheel turns ever onwards.



### BATTLE TRAITS

#### SHADOWY SPYMASTER

*Whisperblades ensure that their masters are omniscient and their enemies oblivious.*

Your **Whisperblade** is not set up during the deployment phase. Instead, from the second battle round onwards, it can use the following ability:

##### ➤ Your Movement Phase

**SUDDEN AMBUSH:** *The Whisperblade hides until it is the perfect moment to strike.*

**Effect:** Set up this unit within 6" of an enemy unit and not in combat.

##### ✂ Passive

**LADY OF THE WHEEL:** *Zenestra's followers will defend her with a strength that can cow even a follower of the Dark Gods.*

**Effect:** Each time a friendly model is slain by a combat attack, roll a number of dice equal to that model's Health characteristic. For each 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

### REGIMENT ABILITIES:

 Pick 1 of the following regiment abilities.

##### ➤ Once Per Turn (Army), Your Movement Phase

**FERVENT RUSH:** *Singing righteous hymns and prepared to give their lives for the cause, these Sigmarites charge forward to battle.*

**Declare:** Pick a friendly unit to use this ability.

**Effect:** This unit can use **CHARGE** abilities this turn even if it used a **RUN** ability in the same turn.

##### ● Passive

**FIERCE ZEALOTS:** *Should Zenestra demand it, these followers will fight tooth and nail for even the meanest patch of dirt.*

**Effect:** Add 3 to the control scores of friendly **Freeguild Steelhelms** units.

### ENHANCEMENTS:

 Give your general 1 of the following enhancements.

##### ✂ Passive

**DEVOUT COMMANDER:** *This faithful commander strikes with a ferocity born of utter conviction.*

**Effect:** Add 1 to the Attacks characteristic and the Rend characteristic of your general's **Master-forged Weapon**.

##### ➤ Once Per Turn, Reaction: You declared a RUN ability for a non-HERO unit wholly within 12" of your general

**STEP TO IT!:** *The Marshal tells their men to heft their weapons and get moving!*

**Effect:** Do not make a run roll as part of that **RUN** ability. Instead, add 6" to that non-**HERO** unit's Move characteristic to determine the distance each model in that unit can move as part of that **RUN** ability.

##### U Once Per Battle, Your Hero Phase

**STAND FAST, COMRADES:** *The general calls upon their soldiers to hold the line, no matter the cost and no matter the foe.*

**Declare:** Pick a visible friendly non-**HERO** unit wholly within 12" of your general to be the target.

**Effect:** The target has **WARD** (4+) until the start of the next battle round.

##### ✂ Any Combat Phase

**ARDENT DEMAND:** *With a bellowed order, the Marshal ignites the passion and fury of the Freeguilders, and they lay into the enemy furiously.*

**Declare:** Pick a visible friendly non-**HERO** unit wholly within 12" of your general to be the target.

**Effect:** Add 1 to hit rolls for the target's combat attacks for the rest of the turn.



MOVE 5"  
HEALTH 5 SAVE 3+  
CONTROL 2

Freeguild Marshals who lead from the front are perhaps the most heroic of all. The respect they have won from their warriors is stronger than any shield, and their Relic Envoys ensure their orders always get to where they are needed. When battlelines clash, their skill with sword, hammer and pistol swiftly becomes clear.

• SPEARHEAD WARSCROLL •

## FREEGUILD MARSHAL AND RELIC ENVOY

⚔	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Duelling Pistols	10"	4	3+	4+	1	1	Shoot in Combat
⚔	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Master-forged Weapon		5	3+	4+	1	2	-

⚙️ Your Hero Phase

**MARSHAL'S ORDERS:** *The Relic Envoy rushes across the battlefield to hand-deliver a message.*

**Declare:** Pick a visible friendly unit wholly within 12" of this unit to be the target.

**Effect:** Remove this unit's **Relic Envoy** token from the battlefield, then give it to the target.

⚔ Passive

**RELIC ENVOY:** *Relic Envoys relay orders from the Freeguild Marshal to the soldiers of the line.*

**Effect:** While a friendly unit other than this unit has the **Relic Envoy** token, add 1 to wound rolls for that unit's combat attacks.

If this unit is destroyed, remove the **Relic Envoy** token from the battlefield.



Relic Envoy

KEYWORDS

HERO, INFANTRY

MOVE 5"  
HEALTH 9 SAVE 5+  
CONTROL 2

The Great Wheel turns, and the driving force is faith. As Zenestra gives her inspiring battlefield sermons, the raw celestial power of the God-King crackles out from her sacred palanquin to incinerate her enemies, whilst her acolytes bludgeon and hew any foolish enough to approach her without permission.

• SPEARHEAD WARSCROLL •

## PONTIFEX ZENESTRA MATRIARCH OF THE GREAT WHEEL

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Sceptre of the Wheel	3	4+	4+	1	D3	-

⚙️ Your Hero Phase

**VESSEL OF SIGMAR:** *Channelling the divine might of the God-King, Pontifex Zenestra is a powerful beacon of faith who bolsters the righteous and smites the corrupt.*

**Declare:** Pick up to 3 visible friendly or enemy units to be the targets.

**Effect:** Roll a D3 for each target. On a 2+:

- If it is a friendly target, it has **WARD (5+)** until the start of your next turn.
- If it is an enemy target, inflict an amount of mortal damage on it equal to the roll.



KEYWORDS

HERO, PRIEST, INFANTRY, WARD (4+)

MOVE 5"  
HEALTH 3 SAVE 6+  
CONTROL 2

Lurking in the shadows is the Whisperblade, who keeps the Freeguild Marshal apprised of dissent. They wear a cloak of Ulguan falsecloth that allows them to blend with the darkness – all the better to listen, learn and assassinate.

• SPEARHEAD WARSCROLL •  
FREEGUILD COMMAND CORPS  
**WHISPERBLADE**

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Enchanted Rapier	4	3+	4+	2	2	-

✂ **Passive**  
**FOREWARNED IS FOREARMED:** *The Whisperblade is both master spy and deadly assassin combined: the ultimate opportunist.*  
Effect: While it is your turn, this unit has **STRIKE-FIRST**.



KEYWORDS INFANTRY

MOVE 5"  
HEALTH 2 SAVE 4+  
CONTROL 2

Freeguild Arch-Knights are mighty warriors uplifted from the ranks, outfitted with the finest arms and armour and expected to lead by example. Accompanied by their retinue of specialists, they smash and cleave their way through their foes, leading the rank and file to victory.

• SPEARHEAD WARSCROLL •  
FREEGUILD COMMAND CORPS  
**ARCH-KNIGHT AND RETINUE**

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Command Weapons	3	3+	4+	1	1	-

*This unit comprises 1 Arch-Knight, 1 Great Herald, 1 War Surgeon, 1 Soul Shepherd and 1 Mascot Gargoylian.*

⚙ **Once Per Turn, Reaction: You used a command**  
**TALENTED CHAMPIONS:** *Each member of the Command Corps has their own special skills to be employed.*  
Effect: After that command has been resolved, return the card to your hand.  
Designer's Note: *This allows you to either use the command a second time or score the battle tactic on that card as well.*



KEYWORDS INFANTRY, REINFORCEMENTS

MOVE 5"  
HEALTH 1 SAVE 4+  
CONTROL 1

The Steelhelms are the weatherbeaten infantry at the heart of each Freeguild regiment. Inspired by the presence of Pontifex Zenestra, they march fearlessly into battle, hacking away at enemies that stray too close with swords, axes and mauls.

• SPEARHEAD WARSCROLL •  
**FREEGUILD STEELHELMS**

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Freeguild Weapons	2	4+	4+	-	1	-

⚔ **Any Combat Phase**  
**FANATICAL FOLLOWERS:** *Such is the zealous frenzy that fills these warriors that even after suffering mortal wounds, they will drag themselves to their feet and continue to fight.*  
Effect: Return 1 slain model to this unit.



KEYWORDS INFANTRY, REINFORCEMENTS