FACTION RULES: CITIES OF SIGMAR

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

SENTINELS OF ORDER (**HERO** only, excluding **Cannonade Cogfort** and **Conqueror Cogfort**)

Passive

PIOUS VETERAN: *The quiet strength of this warrior's faith is such that tiny miracles manifest around them wherever they go.*

Effect: Each time you pick targets while declaring a **PRAYER** ability used by a friendly **CITIES OF SIGMAR PRIEST**, if this unit is eligible to be picked, you can pick it to be an additional target.

Reaction: Opponent declared a CHARGE ability for a visible unit within 12" of this unit

BRISTLING ATTITUDE: *Many enemy assaults falter in the face of this general's fiery yet determined resistance.*

Effect: Spend any number of **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, roll **X** dice, where **X** is the number of **rage dice** spent. For each 3+, subtract 1 from the charge roll.

Your Hero Phase

COSMOPOLITAN LEADER: *This veteran has trained under and alongside soldiers from all walks of life across the cities of Sigmar. Their knowledge of many different fighting styles and disciplines is a rare quality.*

Declare: Pick up to 3 visible friendly non-**WAR MACHINE SIGMARITE** units wholly within 12" of this unit to be the targets.

Effect: Spend 1 **rage dice** for each target. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, add 1 to wound rolls for each target's combat attacks until the start of your next turn.

DECORATIONS FOR VALOUR

Decorations for Valour are unique enhancements that can be given to **CITIES OF SIGMAR** units that have the **CHAMPION** keyword. A unit can only have 1 Decoration for Valour.

Passive

TWIN-TAILED COMET OF HONOUR: *Bearing one of the holiest symbols of Sigmar, this medal is awarded for exemplary acts of gallantry.*

Effect: While this unit has any champions, add 5 to this unit's control score.

Passive

THE LIVING CITY CROSS: *Having spent many years deployed in the wilds of Ghyran, this warrior has trained their troops to use camouflage and guerrilla-style survival techniques.*

Effect: While this unit has any champions, subtract 1 from hit rolls for shooting attacks that target this unit.

Passive

AQSHIAN ORDER OF MERIT: *Awarded to distinguished veterans of battle in the Realm of Fire, this medal marks out those who have protected their allies against Aqshy's rage-inducing effects.*

Effect: While this unit has any champions, if an enemy unit in combat with this unit uses the 'Eruption of Fury' ability, when resolving attacks as part of that ability, on an unmodified hit roll of 6, do not inflict an additional D3 mortal damage on each unit in combat with that unit.

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SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

PONTIFEX ZENESTRA

MATRIARCH OF THE GREAT WHEEL

According to the Cult of the Wheel, Zenestra hails from Aqshy; formerly a battle-priest, the God-King granted her divine favour in recognition of her victories across the Flamescar Plateau. Whether or not this is true, there can be no doubting the Pontifex's immense power.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sceptre of the Wheel	3	4+	4+	1	D3
Acolytes' Club and Axe	4	4+	4+	-	1

Passive

UNQUENCHABLE FAITH: *Such is her unyielding devotion to the God-King that should the Pontifex be laid low, her final act is to beseech Sigmar to empower her followers so that they might fight on for his glory.*

Effect: If this unit would be destroyed, before removing it from play, this unit can immediately use the 'Sigmar's Blessing' ability below as if it were your hero phase. If it does so:

- That prayer does not count towards the number of **Prayer** abilities this unit can use this phase.
- Instead of making a chanting roll for that prayer, you must use a value of 10 for the roll that cannot be modified.
- The effect of that prayer applies for the rest of the battle instead of until the start of your next turn.

Your Hero Phase 5

SIGMAR'S BLESSING: *Zenestra calls upon the God-King to grant her flock greater strength and protection should they surge into the fray with his name on their lips.*

Declare: Pick a visible friendly **Sigmarite** unit wholly within 12" of this unit to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn:

- The target's melee weapons have **Charge (+1 Damage)**.
- If the chanting roll was 10+, the target has **Ward (5+)** if it charged in the same turn.

Keywords Prayer

KEYWORDS	Unique, Hero, Priest (2), Infantry, Ward (4+)
	Order, Cities of Sigmar, Sigmarite

• SCOURGE OF AQSHY WARSCROLL •

ALCHEMITE WARFORGER

Well used to the heat radiated by their runic crucibles, Alchemite Warforgers are quite comfortable in the sweltering Aqshian climes. So too can these mages tap into the realm's furious energies and use them to enhance arcane might.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Tongstaff	3	4+	4+	1	D3

Once Per Turn (Army), Your Hero Phase

CRUCIBLE OF RAGE: *The Warforger harnesses the elemental fury of the Bright Realm to enhance their own spellcasting and empower their fellow mages.*

Effect: You can spend 1 **rage dice**. If you do:
- Apply the effect below.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Otherwise, roll a dice. On a 3+, apply the effect below.

Until the start of your next turn, add 1 to casting rolls for friendly **Cities of Sigmar** units while they are wholly within 6" of this unit.

KEYWORDS	Hero, Wizard (1), Infantry
	Order, Cities of Sigmar, Sigmarite

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