

# SCOURGE OF GHYRAN

## FACTION RULES: CITIES OF SIGMAR

### BATTLE FORMATIONS

Add the following battle formations to those in the Cities of Sigmar faction rules.

#### VETERAN CANNONEERS

##### ⚔ Once Per Turn (Army), Your Shooting Phase

**CANNY CREWS:** *The crews of these Great Cannons are so well trained they often fire the perfect shot, blasting off the heads of monsters or mowing down ranks of the enemy.*

**Declare:** Pick up to 3 friendly **Ironweld Great Cannon** units to be the targets.

**Effect:** For the rest of the turn, each time the target uses a **SHOOT** ability, you can re-roll 1 hit roll, or 1 wound roll, or 1 random characteristic roll for the Damage characteristic.

#### FEARLESS EXEMPLARS

##### ⚔ Once Per Turn (Army), Your Hero Phase

**FRONT-LINE LEADER:** *The officers of this army are the stuff of Dawnbringer legend, hard-bitten veterans that stand with the troops through thick and thin. Their exemplary behaviour and courage inspires their soldiers to fight all the harder when the going gets tough.*

**Declare:** Pick a friendly **CITIES OF SIGMAR HUMAN INFANTRY HERO** to use this ability. Then, you can pick up to 1 friendly non-**HERO HUMAN INFANTRY** unit and up to 1 friendly **HUMAN WAR MACHINE** unit that are wholly within 12" of that **HERO** to be the targets.

**Effect:** While the targets are wholly within 12" of that **HERO**, add 1 to the Rend characteristic of the target **INFANTRY** unit's melee weapons and the target **WAR MACHINE** unit's ranged weapons until the start of your next turn.

## HEROIC TRAITS

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

#### CASTELITE VETERANS (HERO only)

##### ⚔ Any Combat Phase

**DRAW STEEL!:** *With a bellow, the officar lunges into battle, and their troops follow them with as much steel in their hearts as they wield in their clenched fists.*

**Declare:** If this unit charged this turn, pick a friendly **CITIES OF SIGMAR HUMAN** unit that charged this turn and is wholly within 12" of this unit to be the target.

**Effect:** Add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

##### ⚔ Your Hero Phase

**ASTUTE TACTICIAN:** *This Sigmarite has spent as much time with their nose in military tomes as they have knee-deep in the spilled guts of their foes. Their erudition in the subject of battlefield manoeuvres is highly regarded.*

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

**Effect:** For the rest of the turn, add 1 to charge rolls for the target and add 2 to run rolls for the target.

##### ⚔ Your Hero Phase

**COSMOPOLITAN LEADER:** *This officar has trained under and alongside all the myriad factions that dwell within the walls of the Cities of Sigmar. Their knowledge of many different fighting styles and disciplines is a rare quality.*

**Declare:** Pick a friendly **CITIES OF SIGMAR INFANTRY** or **CAVALRY** unit wholly within 12" of this unit to be the target. If this unit is **HUMAN**, pick up to 3 eligible units to be the targets instead.

**Effect:** Roll a dice. On a 3+, until the start of your next turn:

- If the target is **HUMAN**, add 1 to wound rolls for the target's combat attacks.
- If the target is **DUARDIN**, add 1 to charge rolls for the target.
- If the target is **AELF**, add 3 to the target's control score.



# SCOURGE OF GHYRAN

## • SCOURGE OF GHYRAN WARSCROLL •

### PONTIFEX ZENESTRA



In Ghyran, Pontifex Zenestra is revered as an icon of stubbornness and faith, a living embodiment of the Life Realm's ever-churning cycles. Several times she has appeared in lands corrupted by Chaos or wild magic, burning away the corruption with divine conjurations and cleansing it with the spilled blood of her faithful acolytes.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Sceptre of the Wheel and Acolytes' Weapons	5	4+	4+	-	D3

#### ⚙ Once Per Turn (Army), Your Hero Phase

**WORD OF THE GOD-KING:** *Zenestra can channel the divine will of Sigmar with but a single utterance, smiting heretical priests and practitioners of proscribed magic, as well as their conjurations.*

**Declare:** Pick a visible enemy **WIZARD**, **PRIEST** or **MANIFESTATION** within 18" of this unit to be the target.

**Effect:** Roll a dice. On a 3+:

- If the target is a **MANIFESTATION**, it is banished and removed from the battlefield.
- If the target is a **WIZARD** or **PRIEST**, inflict an amount of mortal damage on it equal to the roll.

#### ⚙ Your Hero Phase

**SIGMAR'S WILL:** *As a vessel of the God-King's celestial power, Pontifex Zenestra can scour the taint of corrupting magic from the earth around her.*

**Declare:** Make a chanting roll of D6. If the roll is an unmodified 1, you can re-roll the dice.

**Effect:** Pick 1 of the following effects. Pick up to 2 different effects instead if the chanting roll was 10+.

**Hallowed Ground:** Until the start of your next turn, enemy units using the 'Normal Move' ability cannot end that move within 5" of a friendly **CITIES OF SIGMAR HUMAN** unit while it is wholly within 12" of this unit.

**Fervent Prayers:** Until the start of your next turn, each time a friendly **CITIES OF SIGMAR HUMAN** model is slain by a combat attack while it is wholly within 12" of this unit and that model was in combat with the attacking unit, roll a dice. On a 6, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

**Salvation:** If you are the active player, pick up to 3 friendly **CITIES OF SIGMAR HUMAN** units that are more than 12" from this unit and not in combat to be the targets. Remove those units from the battlefield and set them up again wholly within 12" of this unit and more than 9" from all enemy units. Those units cannot use **CHARGE** abilities for the rest of the turn.

**KEYWORDS** PRAYER

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UNIQUE, HERO, PRIEST (2), INFANTRY, WARD (4+)

ORDER, CITIES OF SIGMAR, HUMAN

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### FREEGUILD CAVALIERS



Equipped with heavy maces and longswords and riding horses clad from haunch to nose in metal barding, Freeguild Cavaliers are more than capable of taking enemies on amidst the tangled confines of the Ghyranite jungle. From their saddles they hack and swing at the foe, ignoring the blows that ring across their heraldic war-plate.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Cavalier Weapon Charge (+1 Damage)	2	3+	4+	1	1
Warhorse's Steel-shod Hooves Companion	2	5+	3+	-	1

#### ➤ Any Charge Phase

**THE RED WORK:** *In a tight formation of muscle, horseflesh and metal, the Freeguild Cavaliers continue the red work of axe, bludgeon and blade as they grind their way through the ranks of the enemy.*

**Declare:** If this unit is in combat and has not charged this turn, pick this unit and up to 1 friendly **Freeguild Cavalier-Marshal** or **Freeguild Marshal on Griffon** within this unit's combat range to be the targets.

**Effect:** Roll a dice. Add 1 to the roll if there are fewer models in this unit than the total number of enemy models in units that are in combat with this unit. On a 4+, for the rest of the turn, the targets count as having charged.



**KEYWORDS**

CAVALRY, CHAMPION, STANDARD BEARER (1/5)

ORDER, CITIES OF SIGMAR, HUMAN