

Prayers of Sigmar

Hammer of Sigmar

Until your next Start of Turn sub-phase, this model, its mount and a single friendly unit that is within its Command range when this Prayer is chanted* may re-roll any rolls To Hit or To Wound of a natural 1 made during the Combat phase.

**Note: When this Prayer is chanted, you must tell your opponent which unit is affected.*

Note the effects of these Prayers are not cumulative. A friendly unit cannot be affected by the same Prayer more than once during the same turn.



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Shield of Faith

Until your next Start of Turn sub-phase, this model and a single friendly unit that is within its Command range when this Prayer is chanted* has a 5+ Ward save against any wounds suffered during the Shooting phase.

**Note: When this Prayer is chanted, you must tell your opponent which unit is affected.*

Note the effects of these Prayers are not cumulative. A friendly unit cannot be affected by the same Prayer more than once during the same turn.

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Soulfire

A single enemy unit this model is engaged in combat with immediately suffers D6 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks and Magical Attacks special rules.

**Note: When this Prayer is chanted, you must tell your opponent which unit is affected.*

Note the effects of these Prayers are not cumulative. A friendly unit cannot be affected by the same Prayer more than once during the same turn.

Prayers of Ulric

Battle Howl

Until your next Start of Turn sub-phase, when this model and a single friendly unit that is within its Command range when this Prayer is chanted* makes a Charge roll, you may apply a +D3 modifier to the result. This Prayer may only affect models whose troop type is infantry or cavalry.

**Note: When this Prayer is chanted, you must tell your opponent which unit is affected. A friendly unit cannot be affected by the same Prayer more than once during the same turn.*



Prayers of Ulric

Winter Chill

Until your next Start of Turn sub-phase, any enemy model that directs its attacks against this model, its mount or any unit it has joined during the Combat phase must re-roll any rolls To Hit of a natural 6.

**Note: When this Prayer is chanted, you must tell your opponent which unit is affected. The effects of these Prayers are not cumulative. A friendly unit cannot be affected by the same Prayer more than once during the same turn.*

Prayers of Ulric

Wrath of Winter

Until your next Start of Turn sub-phase, this model, its mount and any unit it has joined gains the Multiple Wounds (2) special rule.

**Note: When this Prayer is chanted, you must tell your opponent which unit is affected. The effects of these Prayers are not cumulative. A friendly unit cannot be affected by the same Prayer more than once during the same turn.*

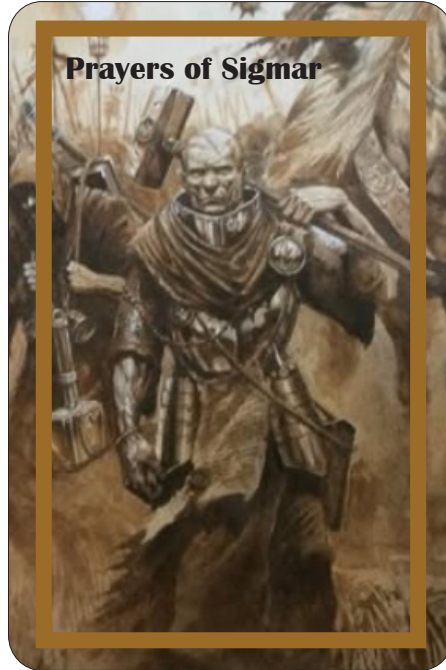
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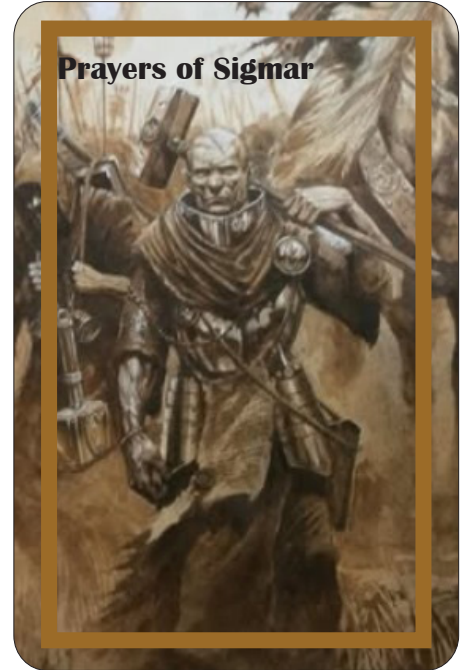
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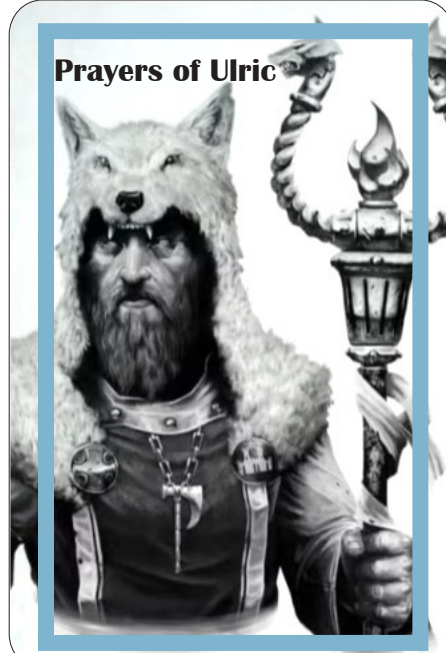
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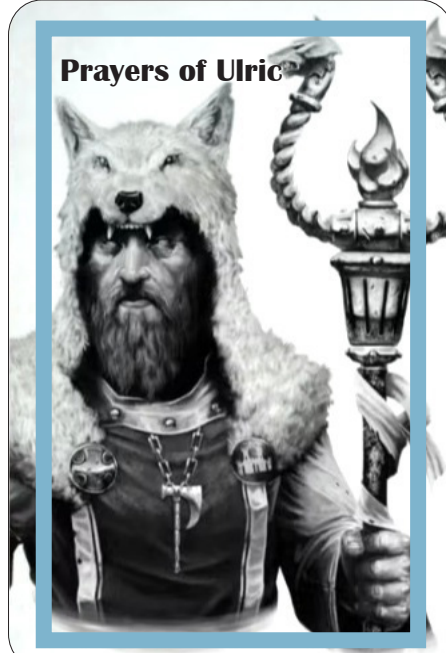
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