

ALARITH STONEGUARD

The Alarith temples accept the mountain as their master and, in doing so, inherit part of its strength and resilience. They fight as immovable objects, wielding magical hammers that can crush enemy skulls in a single, perfectly measured blow.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Mallet or Diamondpick Hammer	1"	2	3+	3+	-1	1
Stratum Hammer(s)	1"	3	3+	4+	-	1

DESCRIPTION

A unit of Alarith Stoneguard has any number of models. The unit is armed with one of the following weapon options: Stone Mallet; or Diamondpick Hammer.

TRUESTONE SENESCHAL: 1 model in this unit can be a Truestone Seneschal.

A Truestone Seneschal can be armed with a pair of Stratum Hammers instead of the unit's weapon option.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer.

A Standard Bearer is armed with a Stratum Hammer instead of the unit's weapon option. You can re-roll battleshock tests for units that include any Standard Bearers.

ABILITIES

Crushing Blow: *The Stoneguard land blows with the power of a mountain avalanche.*

If the unmodified hit roll for an attack made with a Stone Mallet is 6, add 1 to the damage inflicted if that attack is successful.

Diamondpick Hammer: *The diamond spike on this hammer can pierce through any armour.*

If the unmodified hit roll for an attack made with a Diamondpick Hammer is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Pair of Stratum Hammers: *A stratum hammer carries the weight of aeons-old rock.*

You can re-roll hit rolls for a pair of Stratum Hammers.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, AELEMENTIRI, ALARITH, STONEGUARD