

LIVING MOUNTAIN SHRINE



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharp Horn	3"	2	3+	2+	-2	D3
Curved Tusks	2"	*	3+	3+	-1	2
Crushing Hooves	1"	2	3+	3+	-1	*

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Hooves	Curved Tusks
0-3	8"	4	5
4-7	7"	4	4
8-11	6"	3	3
12-14	6"	2	3
15+	5"	1	2

DESCRIPTION

A Living Mountain Shrine is a single model. The Ovibos bearing the Living Mountain Shrine attacks with its Sharp Horn, Curved Tusks, and its Crushing Hooves.

ABILITIES

Mountain Blessed Armor: Ovibos that carry Living Mountain Shrines into battle are fitted in Sacred Armor, the living mountain atop the behemoth empowers the armor allowing it to repel all but the strongest attacks.

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model. If you do so, until the end of that phase, add 1 to save rolls for attacks made by that unit that target this model.

Thundering Charge: So large are Ovibos that when they charge it sounds as if raging thunderstorms charge with them as the ground shakes under hoof. Even other behemoths stagger and break in their wake.

After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 3+, that unit suffers D3 mortal wounds if it is a Monster or D6 mortal wounds if it is not a Monster.

Healing Roots: From the Sacred Stone in the middle of the Living Mountain Shrine grows trees with mighty roots that reach down and grow among the long hair of the Ovibos. The healing light of Hysh flows through the roots and is able to heal the Ovibos during battle.

In your hero phase, you can roll a dice for this model. If you do so, on a 4+, heal up to D3 wounds allocated to this model.

Living Mountain Shrine: Placed upon these sacred behemoths are holy shrines to a sacred mountain spirit to the Hathorians, carrying with them the spirit of the mountain itself. Each shrine offering different effects depending on the spirit, The Living Mountain Shrine helps to rejuvenate and strengthen allies while crushing enemies under raging rockslides.

At the start of your shooting phase, you can make 1 Living Mountain Shrine roll for 1 model with this ability. Roll 2D6 and look up the roll on the table below.

Roll Effect

2-3 The living spirit within the shrine attempts to mangle those enemies below with an avalanche of boulders and large trees, instead hitting all in its path, friend and foe.

Each unit, excluding this model, within 1" of this model suffers D3 wounds.

4-8 The shrine's central stone's glyphs begin to shine brightly before the glyph's power radiates out into the stone making it shine brightly with the healing power of Haset. The healing light begins to heal grievous wounds of those it touches.

Heal D3 wounds allocated to each friendly unit wholly within 12" of this model (roll separately for each unit).

9-12 The giant stone in the middle of the shrine shakes with the strength of an earthquake making the stone enter a cycle of fissuring and then mending itself before fissuring again violently. Boulders from atop the shrine form a rockslide and begin to crush those below.

You can either pick 1 enemy unit within 24" of this model that is visible to it and roll 1 dice, or roll 1 dice for each enemy unit within 12" of this model that is visible to it. On a 2+, that unit suffers D3 mortal wounds.

Inspiring Precense: Towering over the Hathorian lines, these behemoths carrying the great shrines boost the morale of those around them.

While Friendly units are wholly within 12" of this model, they can use this model's Bravery Characteristic instead of their own. Increase the range of this ability to 18" if this model is a TOTEM.

Terror: As the Ovibos tossed the bloodied Carnosaur aside from its tusks, it turned its head to face the Seraphon line, the wavering Saurus broke at the sight of the lifeless predator.

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

KEYWORDS

ORDER, HATHORIAN, THUNDERHOOF, MONSTER, TOTEM