

DRAKESWORN TEMPLAR

Drakesworn Templars are the Heavens' might made manifest. They ride Stardrakes that can roar forth lightning-charged clouds, summon starfire from the skies, or slay the enemy with sharp claws, piercing fangs and a tail that strikes like a thunderbolt.



MISSILE WEAPONS

Skybolt Bow

Range	Attacks	To Hit	To Wound	Rend	Damage
24"	1	3+	3+	-1	1

MELEE WEAPONS

Tempest Axe

Arc Hammer

Stormlance

Great Claws

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	6	3+	3+	-	1
1"	2	3+	3+	-1	3
3"	3	3+	3+	-1	2
1"	4	★	3+	-1	D3

DAMAGE TABLE

Wounds Suffered

Move

Great Claws

Cavernous Jaw Bites

0-4	12"	3+	3
5-8	11"	3+	2
9-12	10"	4+	2
13-16+	8"	4+	1

KEYWORDS

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, DRAKESWORN TEMPLAR

DESCRIPTION

A Drakesworn Templar is a single model armed with either a Tempest Axe, an Arc Hammer or a Stormlance. It can also be armed with a Skybolt Bow.

MOUNT: This model's Stardrake attacks with its Great Claws.

FLY: This model can fly.

ABILITIES

Arcane Lineage: *Stardrakes are the children of Dracothion, and they possess innate power over the magic of the realms.*

Add 1 to casting rolls for friendly **WIZARDS** while they are within 18" of this model. In addition, subtract 1 from casting rolls for enemy **WIZARDS** while they are within 18" of this model.

Arc Hammer: *The static hum of an arc hammer rises to an almighty concussive crescendo as it strikes.*

If the unmodified hit roll for an attack made with an Arc Hammer is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Cavernous Jaws: *The enormous maw of a Stardrake can bite a foe in half.*

After this model makes a pile-in move, this model's Stardrake can bite one or more

enemy models with its cavernous jaws. The number of bites it can make is shown on the damage table above. For each bite, pick one enemy model within 3" of this model and roll a dice. If the roll is greater than that model's Wounds characteristic, it is slain.

Lord of the Heavens: *Stardrakes are imbued with pure Azyrite energy and the powers of the celestial realm are theirs to command.*

At the start of your shooting phase, if this model is on the battlefield, it can either breathe a Roiling Thunderhead or call down a Rain of Stars.

If it breathes a Roiling Thunderhead, pick 1 enemy unit within 18" of this model that is visible to it. Roll a dice for each model in that unit that is within 18" of this model. For each 6+ that unit suffers 1 mortal wound.

If it calls down a Rain of Stars, pick up to D6 enemy units on the battlefield. Roll a dice for each unit you pick. On a 4+ that unit suffers D3 mortal wounds.

Skybolt Bow: *Drakesworn Templars often direct attacks with well-placed skybolts.*

If you score one or more hits on an enemy unit with this model's Skybolt Bow, add 1 to hit rolls for attacks made by friendly **DRACOTHIAN GUARD** units that target that enemy unit until the end of that turn.

Stormlance: *A well-placed blow from a stormlance channels the power of Sigmar into the unfortunate victim.*

If the unmodified hit roll for an attack made with a Stormlance that targets a **MONSTER** is 6, that attack inflicts D6 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Sweeping Tail: *Those who seek to avoid the jaws of a Stardrake are often smashed aside by its mighty tail.*

Each time this model attacks, roll a dice for each enemy unit within 3" of this model after all of this model's attacks have been resolved. If the roll is less than the number of models in that enemy unit, that enemy unit suffers D3 mortal wounds.

Tempest Axe: *The hurricane force emanating from a tempest axe is enough to slow the foe's attack.*

Subtract 2" from the distance enemy units can pile in when they start that pile-in move within 3" of this model.