

CELESTANT-PRIME

HAMMER OF SIGMAR

The first of the Stormcast Eternals, the Celestant-Prime is the embodiment of Sigmar's Storm. Bearing the warhammer Ghal Maraz, he crashes into the foe like a thunderbolt, the impact of his blows sweeping away whole enemy ranks at a time.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghal Maraz, the Hammer of Sigmar	2"	3	3+	2+	-3	3

DESCRIPTION

The Celestant-Prime is a named character that is a single model. He is armed with Ghal Maraz, the Hammer of Sigmar.

FLY: This model can fly.

ABILITIES

Cometstrike Sceptre: *Blazing with celestial might, the Celestant-Prime raises his sceptre high before letting it fall to bring comets raining from above.*

In your shooting phase, you can pick a point on the battlefield within 24" of this model that is visible to them. Each unit within D6" of that point suffers D3 mortal wounds.

Retribution from On High: *The Celestant-Prime descends from Azyr into the thickest fighting, Ghal Maraz glowing with power as it smites the foe.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in the Heavens as a reserve unit. If you do so, at the end of your movement phase you must declare whether this model will remain in reserve or strike from the Heavens.

If this model remains in reserve, add 2 to the Attacks characteristic of Ghal Maraz until the end of the battle.

If this model strikes from the Heavens, set this model up on the battlefield more than 9" from any enemy units. In addition, if this model strikes from the Heavens, until your next hero phase subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this model.

Bearer of the Warhammer: *The Celestant-Prime carries Ghal Maraz, the Skull-Splitter, the hammer of Sigmar itself. This potent relic is not only a deadly weapon, but a symbol of hope for the forces of Order.*

Add 1 to the Bravery characteristic of friendly **ORDER** units while they are wholly within 18" of this model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, CELESTANT-PRIME

Orrery of Celestial Fates: *A storm of celestial energy swirls around the Celestant-Prime's feet, granting him mystic insights that aid him in battle.*

Once per turn, you can change one of the following dice rolls to a roll of your choice. Apply any modifiers to the new roll:

- One hit roll for an attack made by this model
- One wound roll for an attack made by this model
- One save roll for an attack that targets this model
- One run roll for this model
- One charge roll for this model
- One roll that determines the range or number of mortal wounds for this model's Cometstrike Sceptre