

CELESTIAL HURRICANUM



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm of Shemtek	18"	☀	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Battlemage's Staff	2"	1	4+	3+	-1	D3
Acolytes' Arcane Tools	1"	4	5+	5+	-	1
Warhorses' Steel-shod Hooves	1"	4	4+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Portents of Battle	Storm of Shemtek
0-2	10"	10"	3
3-4	9"	8"	2
5-6	8"	6"	2
7-8	7"	4"	1
9+	6"	2"	1

DESCRIPTION

A Celestial Hurricanum is a single model. The magical orrery mounted upon the battle altar can be used to unleash a terrifying Storm of Shemtek upon the enemy, as well as acting as a focus for magical energy to the benefit of nearby wizards. The Hurricanum is pulled into battle by two Warhorses that stamp at the enemy with their Steel-shod Hooves, and manned by Acolytes that protect their charge using Arcane Tools as improvised weapons.

CELESTIAL BATTLEMAGE

Some Celestial Hurricanums are tended by Celestial Battlemages. These gain the Battlemage's Staff attack.

ABILITIES

Locus of Azyr: Add 1 to casting rolls for **COLLEGIATE ARCANE WIZARDS** from your army within 10" of any Celestial Hurricanums in the hero phase.

Portents of Battle: Celestial Hurricanums leak magical power, and nearby soldiers marching beside them often report seeing visions of the imminent future. With such knowledge they are able to predict the actions of the foe and land their blows with uncanny accuracy. You can add 1 to the hit rolls of any **ORDER** units from your army within range of any Celestial Hurricanum's Portents of Battle ability when they attack; the range of this ability is shown in the Damage Table above.

Storm of Shemtek: A Celestial Hurricanum can summon a magical storm to batter the foe. Each time you make a Storm of Shemtek attack, select a target unit that is visible and in range, then roll a dice to see what kind of fury is unleashed from the heavens:

- 1-3 **Iceshard Tempest.** The target suffers a mortal wound.
- 4-5 **Lightning Strike.** The target suffers D3 mortal wounds.
- 6 **Meteor Strike.** The target suffers D6 mortal wounds.

MAGIC

A Battlemage tending a Celestial Hurricanum can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Comet of Casandora spells.

COMET OF CASANDORA

Reaching out to the heavens, the wizard draws a wandering comet and sends it crashing down upon the battlefield. Comet of Casandora has a casting value of 6. If successfully cast, pick a unit within 18" of the caster. Your opponent must then select one of his units that is within 18" of the caster (this can be the same unit as the one you chose). Then, roll a dice; on a 1, 2 or 3 the unit your opponent picked is struck by the falling comet, and on a 4 or more the unit you picked is struck – that unit suffers D6 mortal wounds.

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KEYWORDS	ORDER, HUMAN, COLLEGIATE ARCANE, CELESTIAL HURRICANUM
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CELESTIAL HURRICANUM WITH CELESTIAL BATTLEMAGE

KEYWORDS	ORDER, HUMAN, COLLEGIATE ARCANE, HERO, WIZARD, CELESTIAL HURRICANUM
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