

LORD-CELESTANT

ON DRACOTH

Fuelled by the powers celestial, the Lord-Celestant that leads a Stormcast Eternal chamber is an exceptional warrior. From atop a lightning-spitting Dracoth, the commander bolsters his brethren's resolve while delivering swift vengeance to his foes.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	4	3+	4+	-1	1
Lightning Hammer	1"	3	3+	3+	-1	2
Thunderaxe	2"	3	3+	3+	-1	2
Tempestos Hammer	2"	3	3+	2+	-1	D3
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A Lord-Celestant on Dracoth is a single model armed with either a Tempestos Hammer, a Thunderaxe, a Lightning Hammer, or a Stormstrike Glaive. They can also carry a Sigmarite Thundershield.

MOUNT: This model's Dracoth attacks with its Claws and Fangs.

ABILITIES

Lightning Hammer: *The shockwave effect of a lightning hammer connecting with the foe stuns those in close proximity.*

If the unmodified hit roll for an attack made with a Lightning Hammer is 6, that attack inflicts 2 mortal wounds on the target in addition to its normal damage. If a unit suffers any mortal wounds in this way, it cannot pile in later that phase.

Intolerable Damage: *When a Dracoth catches its prey, there is often little left of the victim.*

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

KEYWORDS

ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, HERO, LORD-CELESTANT

Sigmarite Thundershield: *Thundershields store storm energy, unleashing it when struck with sufficient force to blast those attempting to attack.*

You can re-roll save rolls of 1 for attacks that target this model if this model is carrying a Sigmarite Thundershield. If the re-rolled save is successful, each enemy unit within 3" of this model suffers 1 mortal wound.

Stormstrike Glaive: *By lowering a stormstrike glaive and wielding it as a lance, a Lord-Celestant can bring down the mightiest foes.*

Add 2 to the Damage characteristic of this model's Stormstrike Glaive if this model made a charge move in the same turn.

Storm Breath: *Dracoths can unleash the power of Sigmar's storm from within their maws.*

In your shooting phase, you can pick a point on the battlefield within 12" of this model that is visible to them. Roll a dice for each enemy unit within 2" of that point. On a 4+ that unit suffers D3 mortal wounds.

Tempestos Hammer: *With the momentum of the charge behind it, the impact of a tempestos hammer can fell a rampaging Ghorgon.*

Add D3 to the Attacks characteristic of this model's Tempestos Hammer if this model made a charge move in the same turn.

Thunderaxe: *In the capable hands of a Lord-Celestant, a thunderaxe draws on celestial energies until it crackles with barely contained power.*

Add 1 to the Attacks characteristic of this model's Thunderaxe for each other friendly **STORMCAST ETERNAL** unit wholly within 9" of this model when the attack is made.

COMMAND ABILITIES

Lord of the Host: *A Lord-Celestant is a trusted and respected leader. Their presence steals the souls of those who fight nearby.*

You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly **STORMCAST ETERNAL** units that are wholly within 24" of that model.