

SLANN STARMASTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azure Lightning	3"	6	4+	3+	-1	1

DESCRIPTION

A Slann Starmaster is a single model that sits atop a floating palanquin graven with strange symbols and humming with arcane power. Any enemies who come too close are immolated by crackling bolts of Azure Lightning that leap forth from the hovering throne.

FLY

A Slann Starmaster can fly.

ABILITIES

Celestial Configuration: If your army includes any Slann Starmasters, roll a dice after set-up is complete and consult the table below to see which constellation is in the ascendant, and how it affects your army. This effect lasts as long as you have a Slann Starmaster on the battlefield, or until a new constellation comes into effect.

Roll Ascendant Constellation

- 1-2 *The Hunter's Steed:* The image of a galloping war-beast blazes bright in the sky. Add 1 to run and charge rolls for **SERAPHON** units in your army while this constellation is ascendant.
- 3-4 *The Sage's Staff:* This constellation is held as a mythical portent of wisdom and magic – while it is ascendant, add 1 to casting rolls when **SERAPHON WIZARDS** in your army attempt to cast spells.
- 5-6 *The Great Drake:* The vast form of Dracothion himself writhes in the firmament. You can re-roll hit rolls of 1 for **SERAPHON** units in your army while this constellation is ascendant.

At the start of your hero phase, one Slann Starmaster in your army can attempt to turn the constellations to its advantage instead of casting one of its spells. If it does so, roll a dice. If the result is a 1, the Slann is distracted by its exertions and cannot cast any spells this phase. If the result is 4 or higher, you can pick a new ascendant constellation from the table. Otherwise, there is no effect.

Arcane Vassal: Before a Slann Starmaster attempts to cast a spell, you can pick a vassal to channel it; this can be a **SKINK HERO** or Troglodon from your army that is within 15". If the spell is successfully cast, measure the range and visibility from the vassal rather than the Slann Starmaster.

MAGIC

A Slann Starmaster is a wizard. It can attempt to cast three different spells in each of your own hero phases, and attempt to unbind three spells in each enemy hero phase. A Slann Starmaster knows the Arcane Bolt, Mystic Shield and Light of the Heavens spells.

LIGHT OF THE HEAVENS

The Starmaster blinks slowly and raises its hands, bathing the battlefield in purest starlight. Light of the Heavens has a casting value of 6. If successfully cast, then until your next hero phase any battleshock tests for **CELESTIAL DAEMON** or **CHAOS DAEMON** units are made by rolling two dice rather than one. For **CELESTIAL** units, discard the highest of the two dice; for **CHAOS** units, discard the lowest.

COMMAND ABILITY

Gift from the Heavens: If a Slann Starmaster uses this ability, **SERAPHON** units from your army that are within 10" of him are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms. Until your next hero phase, those units can fly and you can re-roll failed save rolls for them in the shooting phase.

KEYWORDS

ORDER, CELESTIAL, SERAPHON, SLANN, HERO, WIZARD, SLANN STARMASTER