

LORD-CELESTANT

ON STARDRAKE

Only the mightiest and noblest souls are chosen to lead an Extremis Chamber. The Lord-Celestant and his steed are so infused with celestial power that they radiate azure energies. The power of the stars themselves is theirs to command.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestine Hammer	2"	3	3+	2+	-1	D3
Stormbound Blade	2"	3	3+	4+	-1	2
Great Claws	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, HERO, MONSTER, LORD-CELESTANT

DESCRIPTION

A Lord-Celestant on Stardrake is a single model armed with a Celestine Hammer or a Stormbound Blade.

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.

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.

Inescapable Vengeance: *A Lord-Celestant on the charge is a formidable sight, sundering the foe with sweeps of his*

star-blessed weapon.

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

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.

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 the re-rolled save is successful, each enemy unit within 3" of

this model suffers 1 mortal wound.

Stormbound Blade: *Stormbound blades are wreathed in lightning that can arc viciously into the flesh of those they strike.*

If the unmodified hit roll for an attack made with a Stormbound Blade is 6, that attack inflicts 3 hits on the target instead of 1. Make a wound and save roll for each hit.

Sweeping Tail: *Those who seek to avoid the jaws of a Stardrake are often smashed 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.

COMMAND ABILITIES

Lord of the Celestial Host: *The Stardrake ridden by a Lord-Celestant is more than a mere mount; it is an intelligent and cunning hunter in its own right.*

You can use this command ability at the start of the combat phase if a friendly model with this command ability is on the battlefield. If you do so, you can re-roll failed wound rolls for attacks made by friendly **STARDRAKE** and **DRACOTH** mounts until the end of that phase.