



CELESTIAL HURRICANUM

One of the most complex and deadly creations of the Collegiate, the Celestial Hurricanum is a gigantic arcane orrery that can summon a furious magical storm to lay waste to enemy warriors.



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

DAMAGE TABLE

Wounds Suffered	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

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, COLLEGIATE ARCANE, CELESTIAL HURRICANUM

DESCRIPTION

A Celestial Hurricanum is a single model armed with the Storm of Shemtek.

CELESTIAL BATTLEMAGE: This model can include 1 Celestial Battlemage armed with a Wizard's Staff. If it does, this unit has the **HERO** and **WIZARD** keywords. However, if it does, the Look Out, Sir! rule does not apply to this model, and any command traits or artefacts of power only affect attacks made by the Celestial Battlemage.

CREW: This model has a crew of Acolytes that attack with their Arcane Tools. For rules purposes, the crew are treated in the same manner as a mount.

MOUNT: This unit's Warhorses attack with their Steel-shod Hooves.

ABILITIES

Celestial Battlemage: *Natives of Azyr, these wizards have an unrivalled affinity for celestial magic.*

Add 1 to casting rolls for this model if the battle is taking place in Azyr.

Locus of Azyr: *Fellow mages in the vicinity of the Hurricanum feel their arcane might strengthened.*

Add 1 to casting rolls made for friendly **COLLEGIATE ARCANE WIZARDS** wholly within 12" of any friendly **CELESTIAL HURRICANUMS**.

Portents of Battle: *Celestial Hurricanums leak magical energy, granting nearby soldiers visions of the imminent future that allow them to land their blows with uncanny accuracy.*

Add 1 to hit rolls for attacks made by friendly **CITIES OF SIGMAR** models within range of the Portents of Battle ability of any friendly **CELESTIAL HURRICANUMS**. The range of the Portents of Battle ability for this model is shown on the damage table.

Storm of Shemtek: *A Celestial Hurricanum can summon a magical storm to batter the foe with the fury of the heavens.*

Do not use the attack sequence for an attack made with the Storm of Shemtek. Instead, roll a number of dice equal to the Storm of Shemtek value shown on this model's damage table. For each 2+, the target suffers D3 mortal wounds.

MAGIC

A Celestial Battlemage is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield, Chain Lightning and Comet of Casandora spells.

Chain Lightning: *Lightning bursts from the wizard's fingertips and arcs towards the enemy with crackling fury.*

Chain Lightning has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. Then, roll a dice for every other enemy unit within 6" of the original target. On a 4+, that unit suffers D3 mortal wounds.

Comet of Casandora: *Reaching out to the heavens, the wizard grasps a flaming comet and sends it crashing down upon the battlefield.*

Comet of Casandora has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 2D6. If the roll is less than or equal to that unit's Move characteristic, that unit suffers D3 mortal wounds. If the roll is greater than that unit's Move characteristic, that unit suffers D6 mortal wounds.