

LORD-CELESTANT

Inspiring leaders of the Stormcast chambers, the Lord-Celestants march to war mantled in the might of the tempest. None can escape their vengeful blows as their runeblades and sigmarite hammers strike down the cowardly foe.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Runeblade	1"	4	3+	3+	-1	1
Warhammer	1"	2	4+	3+	-	1

DESCRIPTION

A Lord-Celestant is a single model armed with a Sigmarite Runeblade and a Warhammer.

ABILITIES

Inescapable Vengeance: *A Lord-Celestant is a fearsome fighter, smashing into the enemy with a flurry of blows.*

Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Sigmarite Warcloak: *Lord-Celestants can unleash the lethal storm magic stored in the sigmarite adornments of their cloak.*

In your shooting phase, this model can make D6 storm magic strikes. For each strike, pick 1 enemy unit within 16" of this model that is visible to them and roll a dice. On a 4+ that unit suffers 1 mortal wound.

COMMAND ABILITY

Furious Retribution: *Lord-Celestants lead their brethren in assaults upon the enemy lines, breaking the foe beneath their immortal fury.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability that is within 3" of an enemy unit. Add 1 to hit rolls for friendly **STORMCAST ETERNAL** units wholly within 12" of that model when they attack in that combat phase.

KEYWORDS

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