

LORD-ORDINATOR

Striding to battle in sigmarite armour, the Lord-Ordinator wields hammers that strike with thunderclap force. It is these warriors' solemn duty to read the stars above, using the truths they find there to engineer the fates of the Free People upon the battlefield.

	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
	Astral Hammers	1"	5	4+	3+	-	1

DESCRIPTION

A Lord-Ordinator is a single model. They are armed with a pair of Astral Hammers.

ABILITIES

Arcane Engineer: *No conventional engineer is the Lord-Ordinator, but a scryer of possibilities and predictor of futures. Their insights lend those under their command a vital edge when it comes to predicting the movements of the enemy.*

Add 1 to hit rolls for friendly **ORDER WAR MACHINES** within 6" of any friendly Lord-Ordinators.

Meteoric Slam: *When the Lord-Ordinator's astral hammers strike at exactly the same time, they unleash a devastating explosion of energy.*

If you roll 2 or more hit rolls of 6 for this model's Astral Hammers, then after its attacks have been resolved, pick one enemy unit within 1" of it. That unit suffers D3 mortal wounds.

COMMAND ABILITIES

Rain of Fire: *The Lord-Ordinator turns his uncanny prescience to the arts of war. His ability to read the ebb and flow of the battle – and to predict the enemy's movements by interpreting omens – lets him guide the fire of nearby artillery to devastating effect.*

If this model is your general and uses this command ability, then pick a friendly **ORDER WAR MACHINE** that is wholly within 12" of it at the start of your shooting phase. You can fire twice with that war machine this phase.

KEYWORDS

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