

ASTREIA SOLBRIGHT

Astreia Solbright crackles with static electricity, drawing the tempest behind her as she races across the lands on her fierce Dracoline, Kazra. Her storm magic blasts her enemies to cinders, but leaves her allies untouched.



MELEE WEAPONS

Aetherstave

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

Monstrous Claws

1"

3

3+

3+

-1

1

DESCRIPTION

Astreia Solbright is a named character that is a single model. She is armed with an Aetherstave.

MOUNT: Astreia's Dracoline, Kazra, attacks with its Monstrous Claws.

ABILITIES

Cycle of the Storm: A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Spirit Flask: As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers

1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

KEYWORDS

ORDER, CELESTIAL, HUMAN, DRACOLINE, STORMCAST ETERNAL, HAMMERS OF SIGMAR, SACROSANCT, HERO, WIZARD, LORD-ARCANUM, ASTREIA SOLBRIGHT

Supernatural Roar: *The roar of a Dracoline is a terrifying, unearthly sound that will shake any opponent to their very core.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more friendly **DRACOLINES**.

Thunderous Pounce: *A Dracoline builds energy as it charges towards the foe, before pouncing and discharging that force through its claws in a blast of Azyrite power.*

You can re-roll charge rolls for this model. In addition, the Damage characteristic for this model's Monstrous Claws is D3 instead of 1 if this model made a charge move in the same turn.

MAGIC

Astreia Solbright is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Lightning Pulse spells. In addition, the Arcane Bolts that she unleashes are fuelled by Prime Electrids.

Lightning Pulse: *With electricity pulsing from her eyes, Astreia gathers the power of Azyr into herself and then releases it as a lethal expanding dome of lightning.*

Lightning Pulse has a casting value of 5. If successfully cast, roll a dice for each enemy unit within 12" of the caster that is visible to them. On a 5+, that unit suffers 1 mortal wound.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Soul Energy of the First Host: *Astreia Solbright can enhance the soul energy of nearby units from Hammers of Sigmar Sacrosanct Chambers, allowing them to perform extraordinary deeds.*

You can use this command ability in your hero phase, your shooting phase, or the combat phase.

Hero Phase: If you use this command ability in your hero phase, pick a friendly unit of **HAMMERS OF SIGMAR EVOCATORS** wholly within 12" of a friendly model with this command ability. That unit can automatically cast Empower in that hero phase (no casting roll is required, and the spell cannot be unbound).

Shooting Phase: If you use this command ability in your shooting phase, pick a friendly unit of **HAMMERS OF SIGMAR CASTIGATORS** wholly within 12" of a friendly model with this command ability. You can use Aetheric Channelling to increase the accuracy *and* power of that unit's Thunderhead Greatbows in that shooting phase instead of choosing only one of those options.

Combat Phase: If you use this command ability in the combat phase, pick a friendly unit of **HAMMERS OF SIGMAR SEQUITORS** wholly within 12" of a friendly model with this command ability. You can use Aetheric Channelling to increase the power of the unit's weapons *and* shields in that combat phase instead of choosing only one of those options.