

AVENTIS FIRESTRIKE

MAGISTER OF HAMMERHAL

The Lord-Arcanum Firestrike is the most exalted Stormcast mage in Hammerhal. He rides a mighty Tauralon to war, and has within him a heart of primordial fire, enabling him to channel the energy of not only Azyr but also Aqshy.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Hammerhal	2"	4	3+	3+	-1	D3
Horns and Stamping Hooves	1"	4	3+	3+	-1	2

DESCRIPTION

Aventis Firestrike is a named character that is a single model. He is armed with the Staff of Hammerhal.

MOUNT: Aventis' Tauralon, Loithar, attacks with its Horns and Stamping Hooves.

FLY: This model can fly.

ABILITIES

Comet Trail: *As a Tauralon swoops through the skies, it leaves a trail of sparkling Azyrite energy that settles on those below.*

At the end of your movement phase, you can pick 1 enemy unit that has any models that this model passed across. You can add 1 to hit rolls for attacks made with missile weapons used by friendly **STORMCAST ETERNAL** units that target that unit in the same turn.

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.

KEYWORDS

ORDER, CELESTIAL, HUMAN, TAURALON, STORMCAST ETERNAL, HAMMERS OF SIGMAR, SACROSANCT, HERO, MONSTER, WIZARD, LORD-ARCANUM, AVENTIS FIRESTRIKE

Meteoric Strike: *A Tauralon descends from the skies without warning, smashing into the foe with its horned head lowered.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+ that unit suffers 1 mortal wound.

Righteous Indignation: *When roused to wrath, Aventis channels that anger into his magical powers, blasting the foe.*

Each time a wound inflicted by a melee weapon is allocated to this model, roll a dice. On a 5+ the attacking unit suffers 1 mortal wound.

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.

Thunderhead Crown: *Aventis' helm taps into the Anvil of the Apotheosis, renewing him, even in the thick of battle.*

In your hero phase, heal 1 wound allocated to this model.

MAGIC

Aventis Firestrike is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Pyroelectric Blast spells. In addition, the Arcane Bolts that he unleashes are fuelled by Prime Electrids.

Pyroelectric Blast: *By combining the magic of Aqshy and Azyr, Aventis can channel a blast of power that can melt even solid stone.*

Pyroelectric Blast has a casting value of 6. If successfully cast, pick a point on the battlefield within 9" of the caster that is visible to them. Draw an imaginary line 1mm wide between that point and the closest part of the caster. Each unit, apart from the caster, that has any models beneath this line suffers D3 mortal wounds.

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

Fiery Orator: *Aventis Firestrike's rousing commands can inflame the righteous fury of his followers, pushing them to ever greater heights of aggression.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly **HAMMERS OF SIGMAR** unit wholly within 12" of a friendly model with this command ability. Add 1 to wound rolls for attacks made by that unit until the end of that phase.