

EVERBLAZE COMET

To summon an Everblaze Comet is to pick a shooting star from the firmament and draw it down to crash into the enemy lines with devastating impact. Such astral projectiles burn on, pulsing with celestial force even after landing.

DESCRIPTION

An Everblaze Comet is a single model.

MAGIC

Summon Everblaze Comet: *Reaching an arm to the heavens, the wizard calls down a pure comet of Azyrite energy. Radiating the pure light of Sigmar's realm, it crashes into the foe's ranks with devastating effect.*

Summon Everblaze Comet has a casting value of 6. Only **STORMCAST ETERNAL WIZARDS** can attempt to cast this spell. If successfully cast, set up an Everblaze Comet model wholly within 36" of the caster.

ABILITIES

Burning Vengeance: *An Everblaze Comet smashes into the battlefield with tremendous force, whereupon it embeds itself into the ground, radiating a corona of deadly Azyrite energies.*

After this model is set up, roll a dice for each unit within 10" of this model. On a 1-2, that unit suffers 1 mortal wound. On a 3-4, that unit suffers D3 mortal wounds. On a 5-6, that unit suffers 3 mortal wounds.

In addition, at the start of each battle round, roll a dice for each unit within 5" of this model. On a 1-3, that unit suffers 1 mortal wound. On a 4-6, that unit suffers D3 mortal wounds.

Arcane Disruption: *The emanations from an Everblaze Comet disrupt the arcane abilities of nearby wizards.*

Subtract 1 from casting rolls for **WIZARDS** while they are within 5" of this model.