

# LORD-ORDINATOR

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astral Hammers	1"	6	4+	3+	-	1
Astral Grandhammer	1"	3	3+	3+	-1	2

## DESCRIPTION

A Lord-Ordinator is a single model armed with a pair of Astral Hammers or an Astral Grandhammer.

## ABILITIES

**Arcane Engineer:** *A Lord-Ordinator is a sryer of possibilities. Those under their command gain insights into the movements of the enemy.*

Add 1 to hit rolls for attacks made by **ORDER WAR MACHINES** while they are wholly within 9" of one or more friendly **LORD-ORDINATORS**.

**Comet Strike:** *A blow from an astral grandhammer can shatter most types of armour.*

If the unmodified hit roll for an attack made with an Astral Grandhammer is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Meteoric Slam:** *When astral hammers strike together, they unleash a deadly explosion of energy.*

If the unmodified hit roll for two or more attacks made against the same enemy unit in the same phase with this model's Astral

Hammers is 6, that enemy unit suffers D3 mortal wounds after all of this model's attacks have been resolved.

## COMMAND ABILITIES

**Solemn Duty:** *A Lord-Ordinator leads their warriors to battle without a hint of trepidation.*

You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly **STORMCAST ETERNAL** units that are wholly within 18" of that model.

## KEYWORDS

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