

LORD-CELESTANT ON DRACOTH



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------------|-------|---------|--------|----------|------|--------|
| Stormstrike Glaive | 2" | 4 | 3+ | 4+ | -1 | 1 |
| Lightning Hammer | 1" | 3 | 3+ | 3+ | -1 | 2 |
| Thunderaxe | 2" | 3 | 3+ | 3+ | -1 | 2 |
| Tempestos Hammer | 2" | 3 | 3+ | 2+ | -1 | D3 |
| Dracoth's Claws and Fangs | 1" | 3 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

A Lord-Celestant on Dracoth is a single model. He wields either a Tempestos Hammer, a Thunderaxe, a Lightning Hammer or a Stormstrike Glaive. Some also carry a Sigmarite Thundershield. In any case, he rides a Dracoth which fights with its ferocious Claws and Fangs.

ABILITIES

Tempestos Hammer: With the momentum of a charge behind it, few can stand against the impact of a Tempestos Hammer. If this model has made a charge move this turn, it can make D3 extra attacks with its Tempestos Hammer.

Thunderaxe: In the capable hands of a Lord-Celestant, a Thunderaxe draws on the celestial energies of those around him until it is crackling with barely contained power. Add 1 to the Attacks of this model's Thunderaxe for each other **STORMCAST ETERNAL** unit from your army within 5".

Lightning Hammer: If the result of a hit roll for this model's Lightning Hammer is 6 or more, the target unit immediately suffers two mortal wounds as warriors are blasted to ash, before the wound roll is made. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Stormstrike Glaive: Lowering his Stormstrike Glaive and wielding it as a lance, a Lord-Celestant can bring down the mightiest foes. If this model has made a charge move this turn, its Stormstrike Glaive causes 3 Damage rather than 1, and has a Rend of -2 rather than -1.

Sigmarite Thundershield: You can re-roll save rolls of 1 for this model. If the re-rolled save is successful, the shield unleashes a deafening peal and each enemy unit within 3" suffers a mortal wound.

Intolerable Damage: If the wound roll for the Dracoth's Claws and Fangs attack is 6 or more, then that attack causes D6 Damage rather than 1.

Storm Breath: You can make a storm breath attack with this model in your shooting phase. To do so, pick a point on the battlefield that is within 12" of this model. Roll a dice for each unit (friend or foe) that is within 2" of the point that you picked. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

COMMAND ABILITY

Lord of the Host: If a Lord-Celestant uses this ability, until your next hero phase you do not have to take battleshock tests for this model or any friendly **STORMCAST ETERNALS** that are within 24" of this model at the start of the battleshock phase.

KEYWORDS

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