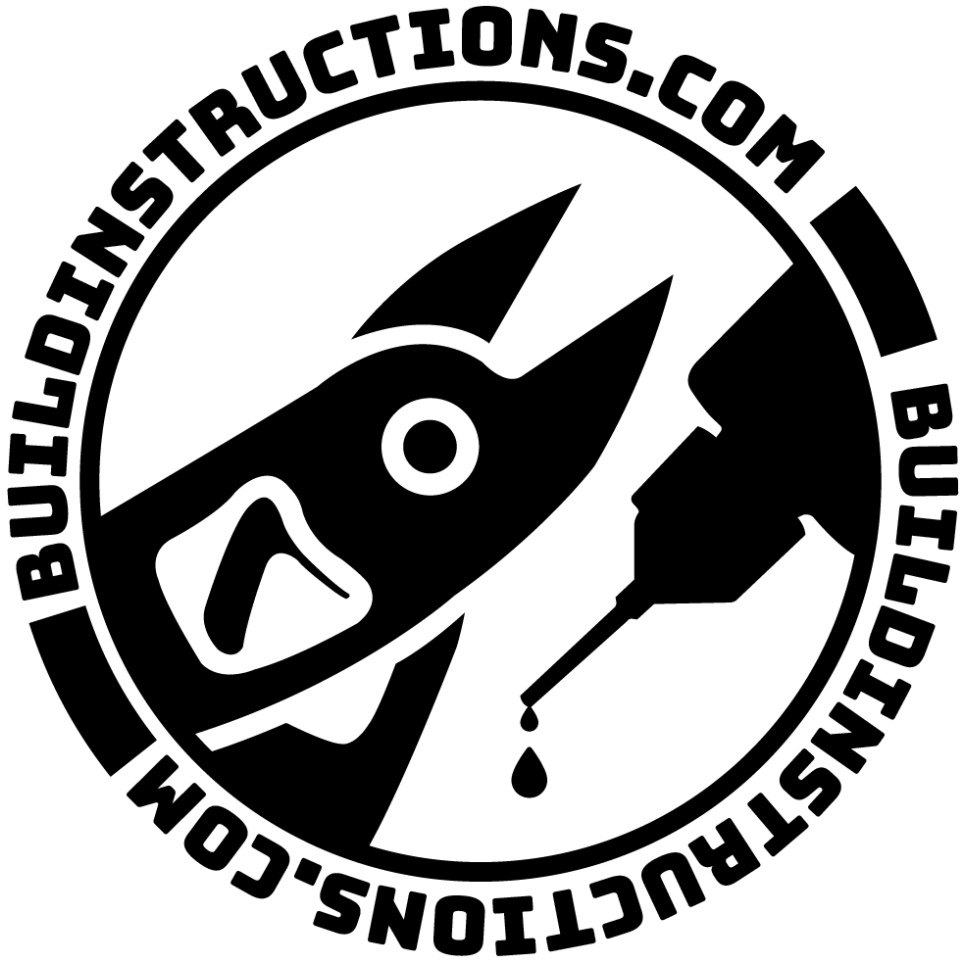

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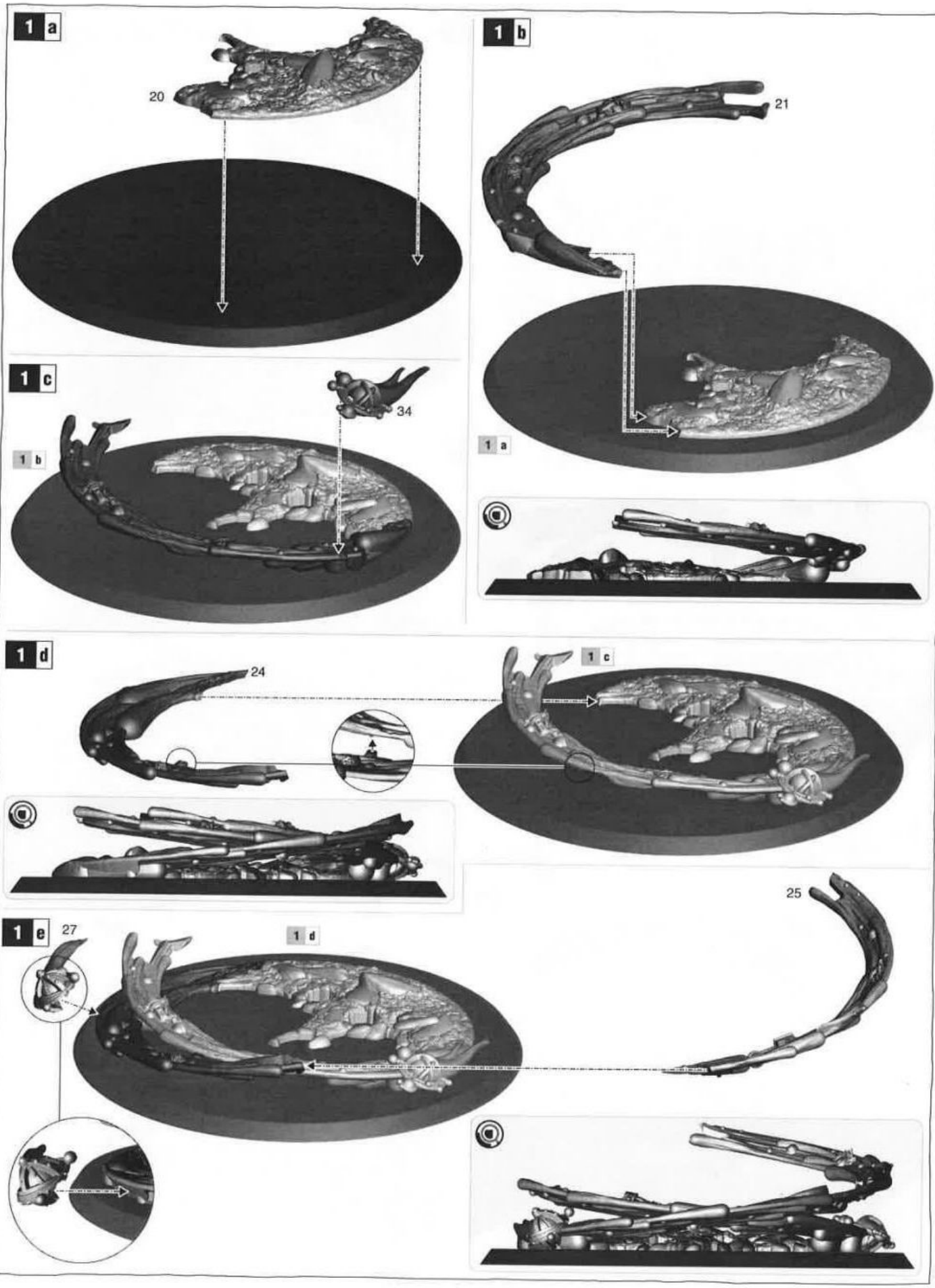
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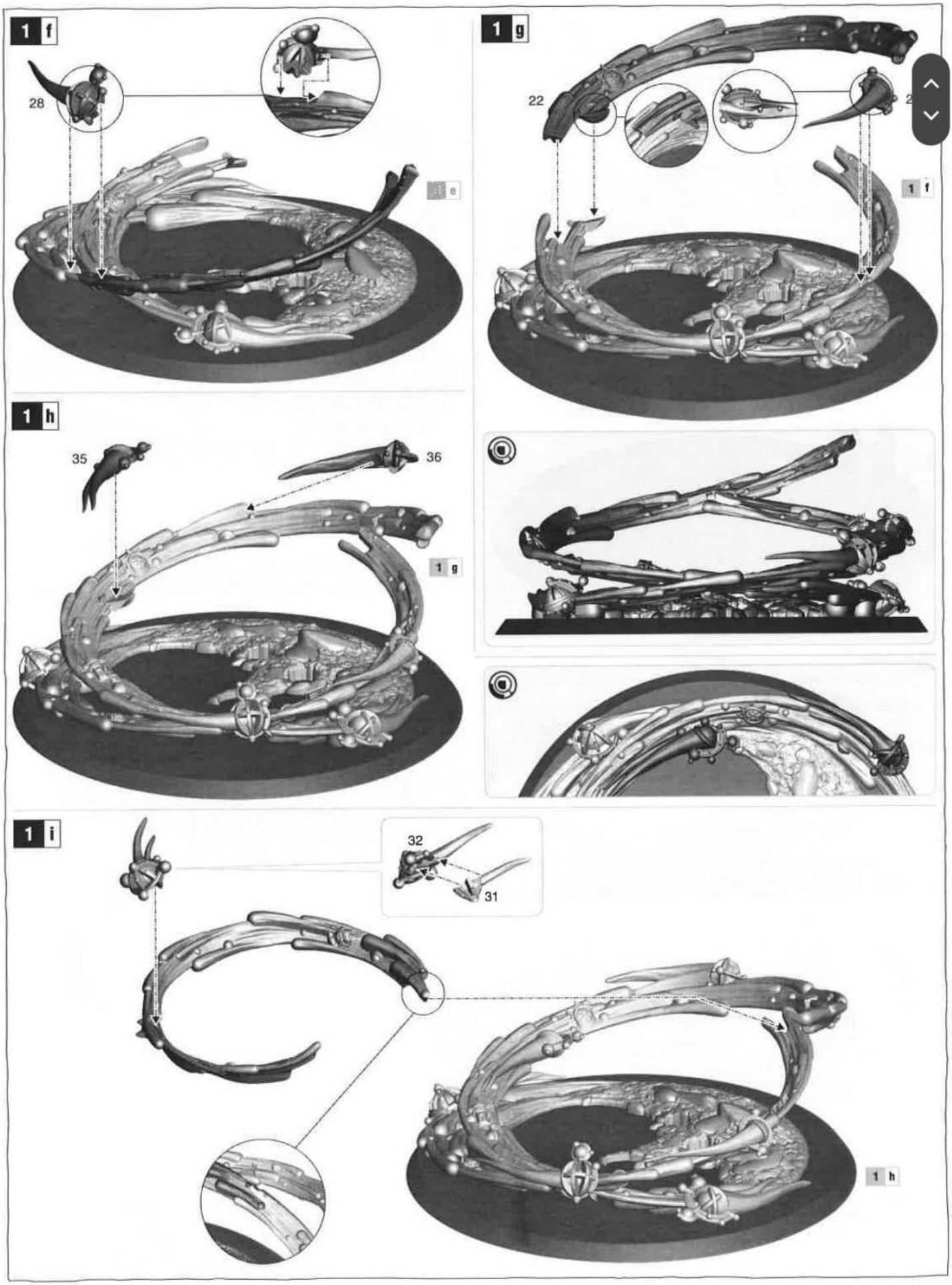
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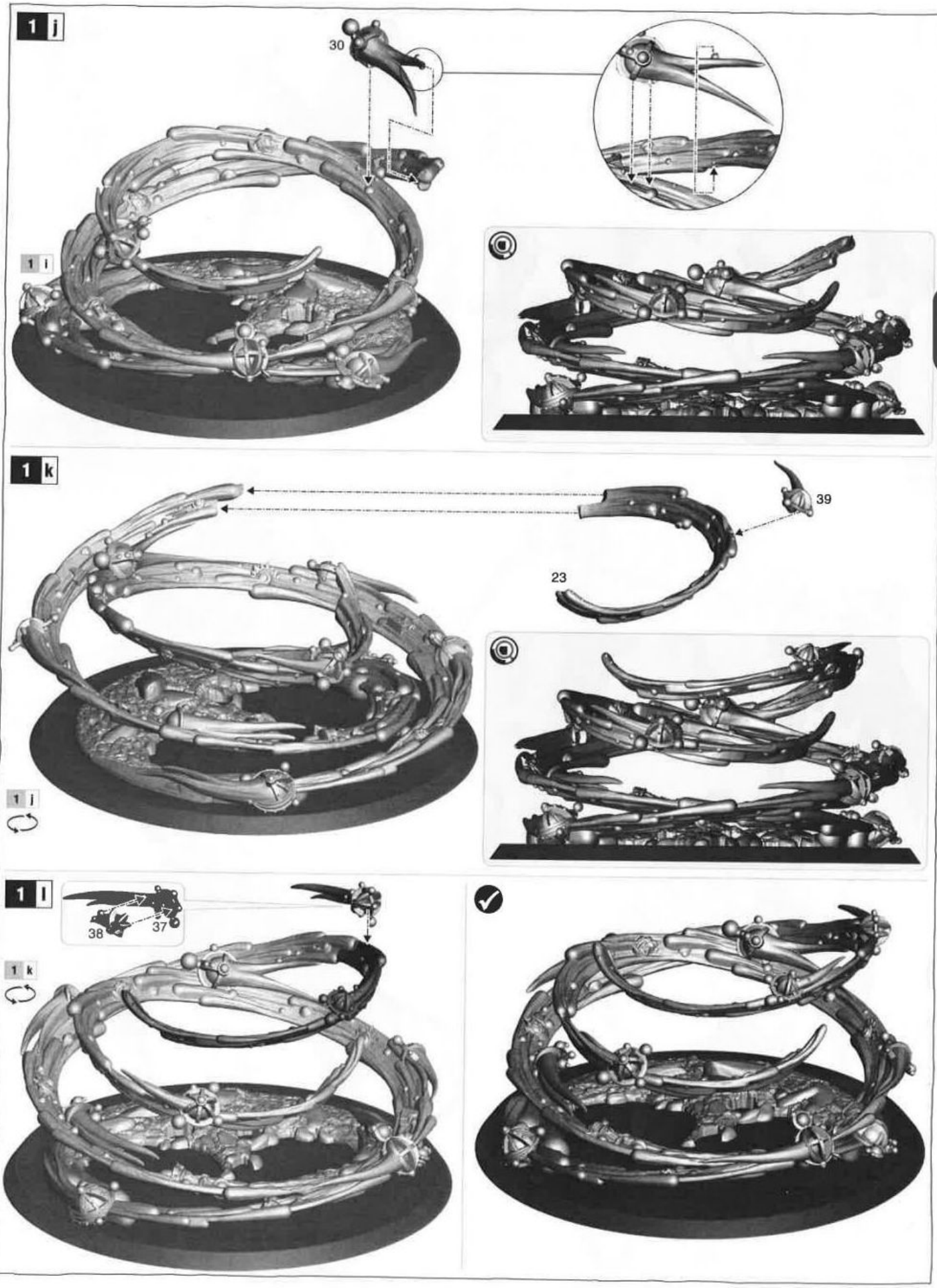
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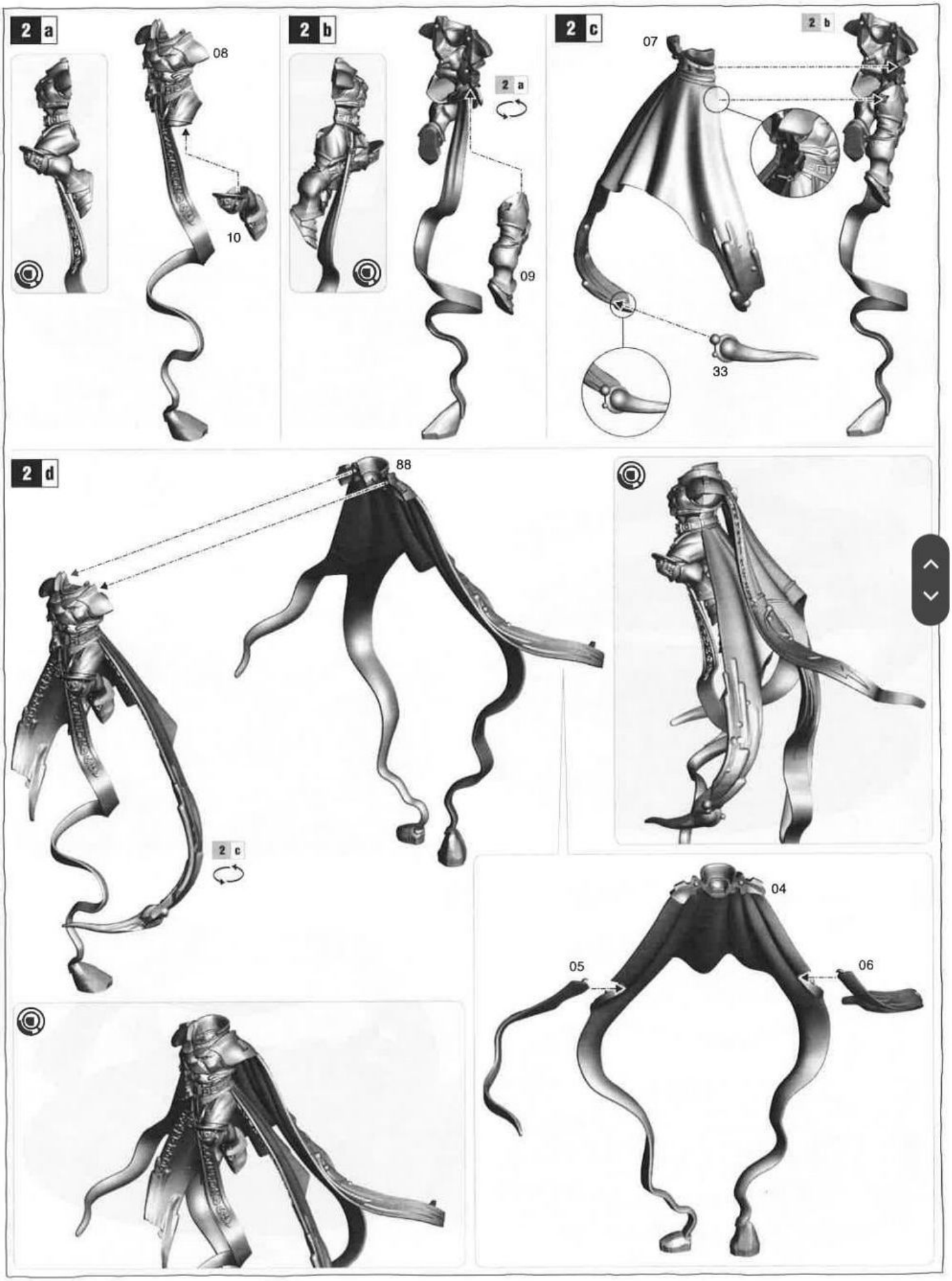
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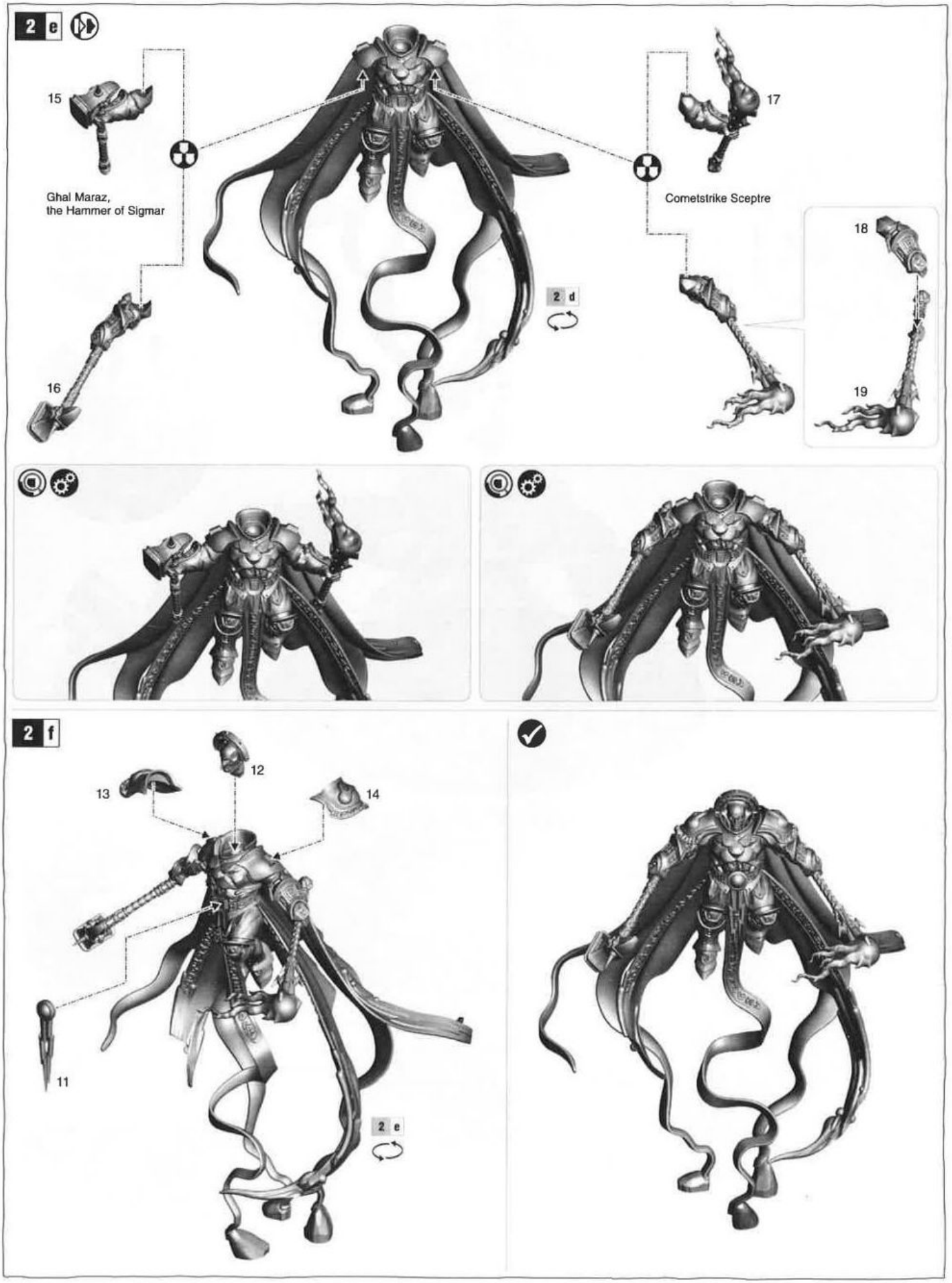
2 e
15
Ghal Maraz,
the Hammer of Sigmar
16
17
Cometstrike Sceptre
18
19
2 d
2 f
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2 e

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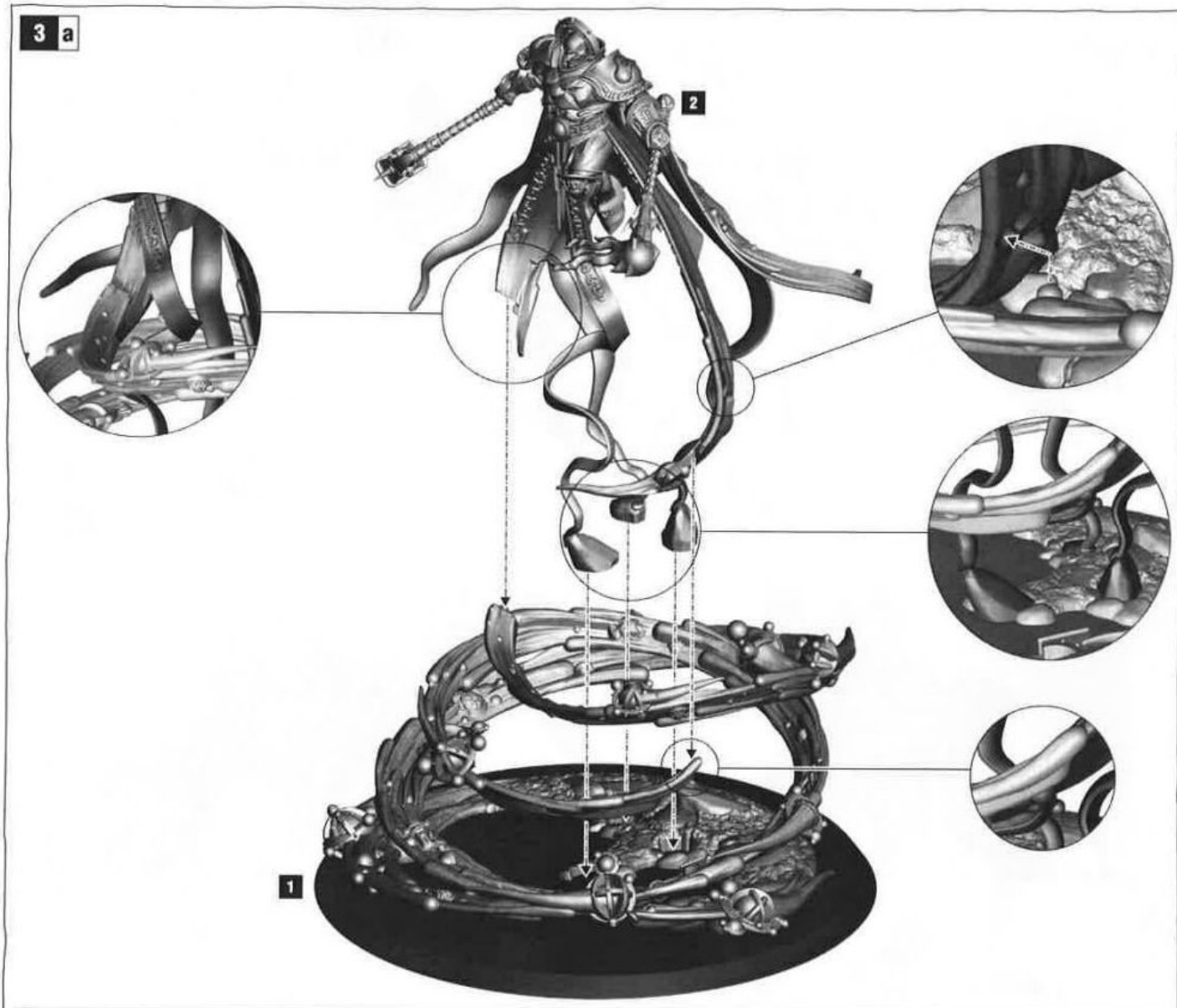

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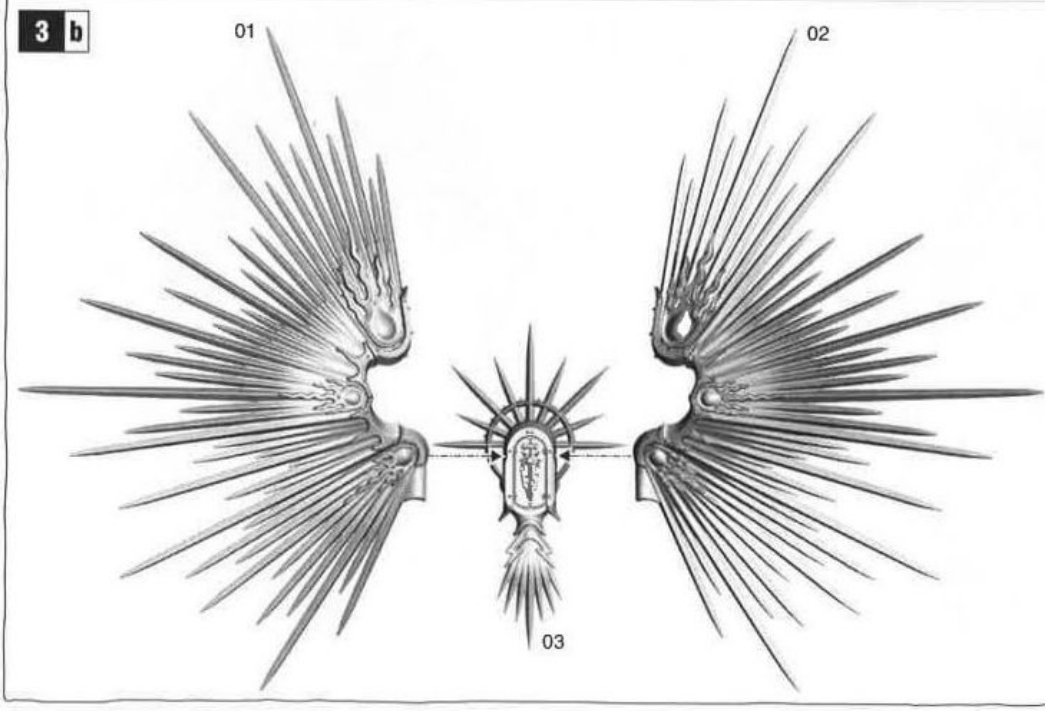

3 c

CELESTANT-PRIME

HAMMER OF SIGMAR

MOVE	WOUNDS	SAVE	BRAVERY
12"	8	3+	10

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Cometstrike Sceptre	24"			See below		
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ghal Maraz, the Hammer of Sigmar	2"	2	3+	2+	-3	3

DESCRIPTION

The Celestant-Prime is a single model. He wields Ghal Maraz, the Hammer of Sigmar, and carries the Cometstrike Sceptre. You can only include one Celestant-Prime in your army.

FLY

The Celestant-Prime can fly.

ABILITIES

Cometstrike Sceptre: In your shooting phase, the Celestant-Prime can hold the Cometstrike Sceptre aloft to seize a comet from the heavens, then send it crashing down amid the enemy. If he does, pick a point on the battlefield within range and roll a dice. Each unit within that many inches of that point suffers D3 mortal wounds.

Retribution from On High: Instead of setting up the Celestant-Prime on the battlefield, you must place him to one side and say that he is set up in the Celestial Realm. In each of your movement phases you must declare whether he will strike from the Heavens or remain in the Celestial Realm imbuing Ghal Maraz with additional energies. For each battle round that he remains in the Celestial Realm, add 2 to the Attacks characteristic of Ghal Maraz until the end of the battle. When the Celestant-Prime strikes from the Heavens, set him up on the battlefield more than 9" from any enemy models. This is his move for that movement phase. Until your next hero phase, subtract 2 from the Bravery of all models in any enemy unit within 12" of him.

Orrery of Celestial Fates: A storm of celestial energy swirls around the Celestant-Prime's feet, granting him mystic insights that aid him in battle. Once per turn, you can change the roll of one dice for the Celestant-Prime to a roll of your choice, before applying any modifiers.