

CELESTIALS v2.0

by u/red5711

The Celestials are a pious and secluded race of humans that live high in the mountains, far from other settlements. While blessed with long life and divine power, the Celestials are still human, although they view themselves as 'higher' and superior to other humans. When their oracles told spoke of a prophecy about a falling sky, many Celestials were quick to answer the call to investigate the strange, massive comet that destroyed a low-human city...

WARBAND SPECIAL RULES

The Divine Few

Rather than the normal warband size, Celestial warbands have a maximum of 12 warriors. In a Celestial warband, each combat group can consist of 0-2 heroes and 0-2 henchmen.

Inner Light

This warrior automatically passes *fear* tests caused by the 'Cause Fear' rule from Undead, Daemons, and warriors with one or more mutations (*the warrior will still take fear tests from other sources as normal*).

Divine Purpose

This warrior may take any one skill from the Exalted skill list when hired.

Judgement (Paladin)

Whenever this warrior takes an enemy warrior *out of action*, roll a D6. On a result of 4+, this warrior gains one Power Dice.

Repentant (8") (Fallen)

At the beginning of your Power phase, if this warrior is *not* within 8" of a friendly Centurion or Paladin that is not *fleeing*, this warrior *cannot* move or charge (*except for compulsory moves, like fleeing*) until the beginning of your next Power phase. However, this warrior may still fight in close combat if engaged.

Words of Light (Holy Magus)

This warrior gets +1 to spellcasting rolls when targeting enemy Wizards, Undead, Daemons, and warriors with one or more mutations.

Eternal Vigilance (Centurion)

You may reroll failed Rout tests as long as this warrior is deployed and is not *fleeing*, *hiding*, or *taken out of action*.

Fly (8")

This warrior may choose to *fly* 8" instead of their normal move. Flying moves ignore terrain, warriors, and other obstacles, and automatically pass all climb and jump tests (*although you still count vertical distances as normal*). Flying moves *may* be used to move into close combat, in which the warrior counts as charging for all purposes. However, a warrior *cannot hide* after making a flying move.

Heirloom: Sunblade (Archangel)

This warrior gains a free sunblade when hired. This sunblade *cannot* be swapped or sold, but it may be robbed or discarded as normal.

Stubborn

This warrior may reroll all failed *fear* and *panic* tests.

EXALTED SKILLS

Weapons of Light

This warrior may reroll the first failed 'to wound' roll each turn (*yours and your opponent's*) against Undead, Daemons, and warriors with one or more mutations.

Meteoric Descent

Warrior must have the Fly rule to choose this skill. This warrior gets +2 Strength the turn he charges during or after making a flying move.

Gifted Grace

Warrior must be a hero to choose this skill. When this warrior rolls 'Dead' on the Campaign Injury chart, treat it as 'Multiple Injuries' instead and this skill is forfeit (*This skill can only be taken once and so cannot be taken again, even after it is forfeit*).

Divine Retribution

This warrior rerolls all 'to hit' rolls if he suffered one or more unsaved wounds since the end of your previous turn.

Holy Wrath

This warrior's close combat attacks are *flaming* and have a +1 modifier on the Critical Hit chart. Additionally, this warrior has a 5+ ward save against *flaming* attacks.

Light-Runed Armor

This warrior has a 5+ ward save against the effects of hostile spells (*not prayers*).

Halo of Light

Paladins, Seraphs, and Archangels only. This warrior is immune to all Random Happenings rolls, and thus is ignored when resolving the effects of Random Happenings (*including temporary and permanent penalties and bonuses*).

Transcendence

Warrior must have 30 experience or more to choose this skill. This warrior automatically passes all characteristic tests that are not Leadership tests (*this includes tests taken during the Exploration phase*). Additionally, this warrior may reroll one saving throw roll each turn (*yours and your opponent's*).



Artist: Othon Nikolaidis

WARBAND SPECIAL EQUIPMENT

Sunblade – 15gc

Sword: Counts as a sword for all purposes but is a separate proficiency from normal swords.

Initiative Bonus: +1 Initiative to strike order in all rounds of combat.

Blinding Flash: Unsaved wounds caused by critical hits with this weapon cause the target to get a -2 WS and -2 BS penalty (*to a minimum of 1*) until the beginning of your next turn (*in addition to normal critical hit effects*).

Zenith Hammer – 20gc

Great Hammer: Counts as a great hammer for all purposes but is a separate proficiency from normal great hammer.

Strength Bonus: +2 Strength in all rounds of combat.

Initiative Penalty: -1 Initiative to strike order in all rounds of combat.

Concussive (2)

Two-Handed

Star-Forged Armor – 30gc

Heavy Armor: Counts as heavy armor for all purposes and can be worn by anyone proficient with heavy armor.

Armor Save: 5+

Initiative Penalty: -1 Initiative. This penalty still applies even if the armor has been completely sundered.

Divine Protection: This warrior has a 5+ ward save as long as he is down to one wound.

Prism of Hope – 10gc

Special Equipment: This warrior gets +1 ‘to hit’ with all close combat attacks during your turn as long as Random Happenings occurred this turn (*no effect if not playing with Random Happenings*).

Gleaming Pendant – 15gc

Special Equipment: Once per battle, this warrior may reroll one spellcasting or prayercasting roll (*this equipment is not consumed afterwards and may be used again in a future battle*).



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CELESTIALS SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Exalted
Centurion	V		V	V	V	V
Guardian	V	V		V	V	V
Paladin	V		V	V		V
Holy Magus	(+10gc)	(+10gc)	V		V	
Seraph	V	(+10gc)	(+10gc)	V	V	(+10gc)

CELESTIALS EQUIPMENT LIST

<p>Centurions, Guardians, Seraph, and Archangels</p> <p>Close Combat Hand Weapon Great Weapon Halberd Sunblade</p> <p>Shooting Light Crossbow Crossbow</p> <p>Armor Light Armor Heavy Armor Shield</p>	<p>Paladins</p> <p>Close Combat Hand Weapon Great Weapon Halberd Zenith Hammer</p> <p>Shooting Light Crossbow</p> <p>Armor Light Armor Heavy Armor Shield</p>	<p>Wardens</p> <p>Close Combat Hand Weapon Great Weapon Zenith Hammer</p> <p>Shooting Javelin</p> <p>Armor Light Armor Shield Net</p>
<p>Sentinel</p> <p>Close Combat Hand Weapon</p> <p>Shooting Light Crossbow Crossbow</p> <p>Armor Light Armor</p>	<p>Fallen</p> <p>Close Combat Great Weapon Fighting Claws Flail</p> <p>Shooting None</p> <p>Armor Light Armor Net</p>	<p>Holy Magus</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armor None</p>

HEROES

0-1 Centurion

50gc to hire
Starting Experience: 24
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	5	4	3	3	3	4	1	8

SPECIAL RULES

Leader (6"), Inner Light, Divine Purpose, Eternal Vigilance

0-1 Guardian

55gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	8

SPECIAL RULES

Fly (8"), Inner Light, Divine Purpose, Stubborn

0-2 Paladin

45gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	8

SPECIAL RULES

Priest (Prayers of Sigmar): Starts with 1 prayer, Inner Light, Stubborn, Judgement

0-1 Holy Magus

30gc to hire
Starting Experience: 6
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	3	2	1	7

SPECIAL RULES

Wizard (Light, Heavens, Life): Starts with 1 spell, Inner Light, Words of Light

0-3 Seraph

25gc to hire
Starting Experience: 4
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

SPECIAL RULES

Inner Light

HENCHMEN

0+ Warden

30gc to hire
Starting Experience: 8
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

SPECIAL RULES

Inner Light

0-3 Sentinel

30gc to hire
Starting Experience: 8
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	3	4	1	7

SPECIAL RULES

Inner Light

0-2 Fallen

40gc to hire
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	4	1	7

SPECIAL RULES

Cause Fear, Immune to Fear and Panic, Cannot Capture Scenario Objectives, No Promotion, Repentant (8")

0-2 Archangel

65gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	8

SPECIAL RULES

Fly (8"), Inner Light, Divine Purpose, Stubborn, Heirloom: Sunblade

0-3 Falcon

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
5	4	-	2	2	3	4	1	6

SPECIAL RULES

Fly (8"), Dodge: Ranged, Animal (*Cannot Climb (except for flying moves); Cannot hide; Flees 3D6*"); *Cannot use Leader's Ld; Fight Unarmed; Cannot Capture Scenario Objectives; No Promotion*

Available Hired Swords:

Halfling Cook, Imperial Freelancer, Kislev Ranger, Priestess of Shallya