

Celestials v.1.2

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Dedicated to the memory of Sethan Sprague; the man that got me into WyrdWars and countless other games.

Warband Special Rules

The Divine Few

Celestial warbands have a maximum of 12 warriors (*rather than the normal 15*). In a Celestial warband, each combat group may consist of no more than 0-2 Heroes and 0-2 Henchmen (*instead of the normal 0-2 Heroes and 0-3 Henchmen. The warband's maximum number of heroes remains 6*).

Light of Purity

Warrior automatically passes *fear* tests caused by the 'Cause Fear' rule from Undead and Daemons (*they must still take fear tests from other sources as normal*).

Divine Purpose

Warriors with this rule may choose any one skill from the Exalted lists when hired.

Repentant (8") (Fallen)

At the start of your Power phase, if this warrior is *not* within 8" of a friendly Centurion or Paladin, this warrior is immediately taken *out of action*.

Vengeance Casting

Warrior gets +1 to spellcasting rolls when targeting enemy Wizards, Undead, and Daemons.

Fly (8")

Warriors with this rule may fly 8" instead of moving. They *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed or discarded as normal.

Stubborn

This warrior may re-roll failed *fear* and *panic* tests.

Warband Special Equipment

Sunblade 10gc

Sword: Is affected by anything that would normally affect a sword, but is a separate proficiency from normal swords.

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

Blinding Flash: Whenever the wielder rolls a natural 6 'to hit' with this weapon, enemy warriors within 1" of him get an additional -1 'to hit' for the rest of the turn. This is in addition to a Critical Hit as normal.

Star-Forged Armor 30gc

Heavy Armor: Is affected by anything that would normally affect heavy armor, and can be worn by anyone that can who can wear normal heavy armor.

Armor Save: 5+

Initiative Penalty: Wearer has -1 Initiative throughout the entire battle. Even if the warrior's armour save has completely splintered, the Initiative penalty still applies.

Divine Protection: Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound.

Prism of Hope 10gc

Special Equipment: Warrior gets +1 'to hit' with all attacks during a turn in which Random Happenings occurred (*yours and your opponents*).

Exalted Special Skills

Weapons of Light

Warrior may re-roll the first failed 'to wound' roll each turn (*yours and your opponent's*) against Undead, Daemons, and enemies that have one or more Mutations.

Meteoric Descent

Warrior gets +2 Strength the turn he charges. Warrior must have the Fly rule to choose this skill.

Immortal's Grace

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 if it is forfeit*). Can only be taken by heroes.

Holy Fury

Warrior gets +1 Initiative during the first round of combat. Additionally, during *all* rounds of combat, he may re-roll 1s 'to hit' against enemies that have a lower Initiative value than him.

Solar Wrath

This warrior's ranged and close combat attacks are *flaming*. Additionally, this warrior gets a 5+ ward save against *flaming* attacks.

Divine Vigilance

If this warrior is deployed and not *fleeing*, the warband may re-roll one failed Rout Test. Multiple warriors with this skill may allow multiple Rout Tests to be re-rolled, though each Rout Test can only be re-rolled once.

Reckoner

Warrior may re-roll all failed 'to wound' rolls during a turn (*yours and your opponents*) in which he suffered one or more wounds.

Transcendent

Warrior passes all characteristic tests that are not Leadership tests (*may also be used during exploration*). Warrior also may re-roll one die each turn (*yours and your opponent's*) for any failed 'to hit', 'to wound', or saving throw roll. Warrior must have 30 or more experience to choose this skill.



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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
Diviner	(+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 Flail</p> <p>Shooting Javelin</p> <p>Armor Light Armor Heavy Armor Shield</p>	<p>Wardens</p> <p>Close Combat Hand Weapon Great Weapon Flail</p> <p>Shooting Sling Javelin</p> <p>Armor Light Armor Shield Net</p>
<p>Sunguard</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>Diviner</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armor None</p>

Heroes

0-1 Centurion

45gc to hire
Starting Experience: 21
Race: Human

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

SPECIAL RULES

Leader (6"), Light of Purity, Divine Purpose

0-1 Guardian

50gc 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"), Light of Purity, Divine Purpose

0-2 Paladin

40gc to hire
Starting Experience: 12
Race: Human

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

SPECIAL RULES

Light of Purity, Stubborn

0-1 Diviner

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, Vengeance Casting

0-3 Seraph

30gc 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

Light of Purity

Henchmen

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

Light of Purity

0-3 Sunguard

30gc to hire
Starting Experience: 8
Race: Human

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

SPECIAL RULES

Solar Wrath

0-2 Fallen

40gc to hire
Starting Experience: 14
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, Repentant (8"), Cannot Capture Scenario Objectives, No Promotion

0-2 Archangel

55gc 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

Fly (8"), Light of Purity, Divine Purpose, Heirloom: Sunblade

0-3 Falcon

35gc to hire

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

SPECIAL RULES

Fly (8"), Dodge: Ranged, Animals (*Cannot Climb; Cannot Hide; Flee 3D6*); *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*