

# 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 |
|------------------|---------|----------|----------|----------|-------|---------|
| <b>Centurion</b> | V       |          | V        | V        | V     | V       |
| <b>Guardian</b>  | V       | V        |          | V        | V     | V       |
| <b>Paladin</b>   | V       |          | V        | V        |       | V       |
| <b>Diviner</b>   | (+10gc) | (+10gc)  | V        |          | V     |         |
| <b>Seraph</b>    | V       | (+10gc)  | (+10gc)  | V        | V     | (+10gc) |

## Celestials Equipment List

|  |  |   |
|--|--|---|
| <p><b>Centurions, Guardians, Seraph, and Archangels</b></p> <p><b>Close Combat</b><br/>Hand Weapon<br/>Great Weapon<br/>Halberd<br/>Sunblade</p> <p><b>Shooting</b><br/>Light Crossbow<br/>Crossbow</p> <p><b>Armor</b><br/>Light Armor<br/>Heavy Armor<br/>Shield</p> | <p><b>Paladins</b></p> <p><b>Close Combat</b><br/>Hand Weapon<br/>Great Weapon<br/>Halberd<br/>Flail</p> <p><b>Shooting</b><br/>Javelin</p> <p><b>Armor</b><br/>Light Armor<br/>Heavy Armor<br/>Shield</p> | <p><b>Wardens</b></p> <p><b>Close Combat</b><br/>Hand Weapon<br/>Great Weapon<br/>Flail</p> <p><b>Shooting</b><br/>Sling<br/>Javelin</p> <p><b>Armor</b><br/>Light Armor<br/>Shield<br/>Net</p> |
| <p><b>Sunguard</b></p> <p><b>Close Combat</b><br/>Hand Weapon</p> <p><b>Shooting</b><br/>Light Crossbow<br/>Crossbow</p> <p><b>Armor</b><br/>Light Armor</p>   | <p><b>Fallen</b></p> <p><b>Close Combat</b><br/>Great Weapon<br/>Fighting Claws<br/>Flail</p> <p><b>Shooting</b><br/>None</p> <p><b>Armor</b><br/>Light Armor<br/>Net</p>                                  | <p><b>Diviner</b></p> <p><b>Close Combat</b><br/>Hand Weapon<br/>Great Weapon</p> <p><b>Shooting</b><br/>Sling</p> <p><b>Armor</b><br/>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.*