# VANDUS HAMMERHAND

| | MOVE 10" | WOUNDS 7 | SAVE 3+ | BRAVERY 9 |
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| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---|---|---|---|---|---|---|
| Heldensen | 2" | 3 | 3+ | 2+ | -1 | 3 |
| Calanax's Claws and Fangs | 1" | 4 | 3+ | 3+ | -1 | 1 |

## DESCRIPTION

Vandus Hammerhand is a single model. He wields Heldensen, a tempestos hammer, and rides Calanax, a Dracoth who fights with his ferocious Claws and Fangs.

Vandus leads the Hammerhands, a Warrior Chamber of the Hammers of Sigmar, and proudly wears their colours in battle. If you include a Lords of the Storm battalion as part of a Hammers of Sigmar Warrior Chamber, then Vandus may be taken instead of the Lord-Celestant, Lord-Celestant on Dracoth or Lord-Celestant on Stardrake that normally leads the battalion. If he is taken as part of any other battalion, all of the other STORMCAST ETERNAL models in the battalion should also come from the Hammers of Sigmar.

## ABILITIES

**Heldensen:** With the momentum of a charge behind it, few can stand against the impact of Vandus Hammerhand's tempestos hammer. If Vandus has made a charge move this turn, he can make D3 extra attacks with Heldensen.

**Intolerable Damage:** If the wound roll for Calanax'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.

**Lord of the Hammerhands:** If Vandus Hammerhand is taken as part of a Hammers of Sigmar Warrior Chamber battalion, then any units from the battalion that are within 24" of him at the start of the battleshock phase do not have to take battleshock tests.

## COMMAND ABILITY

**Vengeful Determination:** If Vandus Hammerhand uses this ability, then until your next hero phase you can add 1 to the Attacks characteristic of any melee weapons used by friendly STORMCAST ETERNAL units whilst they are within 6" of him.

| KEYWORDS | ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CELESTANT, VANDUS HAMMERHAND |
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