

HASET, THE PRIMORDIAL GODDESS



WEAPON	Range	Attacks	To Hit	To Wound	Rend	Damage
MISSILE Cleansed Keeper Head	12"	1	2+	3+	-1	D3
MELEE Mace of Haixiah	1"	*	4+	3+	-1	2
Blade of Vari	2"	4	4+	2+	-2	*

Wounds Suffered	DAMAGE TABLE		
	Move	Mace of Haixiah	Blade of Vari
0-3	12"	4	5
4-7	10"	3	4
8-11	10"	3	3
12-14	8"	2	3
15+	6"	2	2

DESCRIPTION

A Primordial Avatar of Hysh, Haset has long walked the Realm of Light before the Twin Gods arrival. Hidden away for millennia, the Goddess now calls her people to war, the Hathorians, against those who threaten the light.

Haset is a named Character that is a single model. She is armed with the Mace of Haixiah and the Blade of Vari, and cleanses foes with a beam of light from the Cleansed Keeper Head she carries.

ABILITIES

Weaver of Blessings: Long before the Age of Sigmar has Haset understood magic and harnessing it through ritual song. On the battlefield she unleashes a weave of hymns, blessings and destruction

In your hero phase, this model can chant 2 of the following Blessings. If it does so, pick 2 of the Blessings and then make a Blessing roll by rolling a dice. On a 1-3 the first chosen Blessing is not answered. On a 4+ both Blessings are answered.

Blessing of Agility: Haset begins to chant an ancient blessing of agility, soon her warriors were quick like leaves on the wind

In your hero phase, you can pick 1 friendly HATHORIAN unit wholly within 12" of this model and roll a dice. On a 3+, until your next hero phase, that unit can run and still shoot and/or charge in the same turn, and you can add 1 to save rolls for attacks that target that unit. A unit cannot benefit from this ability more than once per phase.

Blessing of Protection: The Sphere above Haset's mask begins to radiate outwards and creates a barrier of burning light. All attempts to wound that inside are in vain as missiles burn up and weapons melt against the divine protection of Haset

If successfully blessed, until the start of your next hero phase, roll a dice each time a wound or mortal wound is allocated to a friendly unit wholly within 14' of the caster. On a 4+, that wound or mortal wound is negated. A unit cannot benefit from this ability more than once per phase.

Blessing of the Living Avalanche: Haset chants a prayer of the mountain's fury. Charging forth they become like an unstoppable avalanche, all those in front akin to a house of wood

Pick a unit before charging in your combat phase, roll a 3d6 for the charge instead of 2d6. This unit also causes 2 mortal wounds on a successful charge.

Blessing of Iakhu: Haset begins to glow as her natural form begins to show, gathering her own inner light, Haset unleashes a barrage of missiles made her own essence

If successfully cast, roll a dice for each enemy unit within 14" of the caster and visible to them. On a 1-2, nothing happens. On a 3-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.

Engulfing Shadows: The Brazier that Haset carries burns with neverending shadow smoke from Ulgu, a gift from her Twin Hashut. The smoke covers the Goddess, making her that much harder to hit

Roll a dice each time you allocate a wound or mortal wound to this model. On a 6+, that wound or mortal wound is negated.

Avatar of Haixiah: In a dazzling show of light Haset shows her true form, a being of pure Hyshian Light, searing enemies around her and empowering allies.

You may use this ability in the combat phase, when you choose a unit to attack with, it may be used only once per game. If you do so, pick 2 enemy units within 3" of a friendly HATHORIAN unit and roll a dice, on a 1-3 nothing happens, on a 4+ both enemy units take D3 mortal wounds. Each of your HATHORIAN units fighting those units gain +1 to hit until your next turn.

Honed Precision: In the thick of battle Haset strikes twice where the enemy thought only once

If the unmodified hit roll for an attack made with this model's melee weapons is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITY

Hymn of War: Haset begins to sing a Hymn of War, bolstering those Hathorians around her to fight all the more ferociously in the name of their creator

You can use this command ability in the combat phase, when it is your turn to pick a unit to fight with. If you do so, pick 2 friendly HATHORIAN units that have already fought once in that combat phase and is wholly within 12" of this model. Those units can be selected to fight for a second time if it is within 3" of any enemy units. You cannot pick the same unit to benefit from this command ability more than once in the same combat phase

KEYWORDS

ORDER, HATHORIAN, MONSTER, PRIEST, HASET