

CONCUSSORS

Thunder cracks with every weighty blow delivered by the ConcuSSors. Those foes not slain outright by bludgeoning strikes are battered into submission, stunned by the azure shock waves released by those resounding impacts.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4"	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	3	3+	3+	-1	2
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of ConcuSSors has any number of models, each armed with a Lightning Hammer.

MOUNT: This unit's Dracoths attack with their Claws and Fangs, and a Storm Blast.

ABILITIES

Blast to Ashes: A well-swung lightning hammer unleashes its pent-up energies in a great blast of Azyrite energy, destroying everything it strikes.

If the unmodified hit roll for an attack made with a Lightning Hammer is 6, that attack inflicts 1 mortal wound on the target in addition to its normal damage. If a unit suffers any mortal wounds in this way, it cannot pile in later that phase.

Intolerable Damage: When a Dracoth catches its prey, there is often little left of the victim.

If the unmodified wound roll for an attack made with a Dracoth's Claws and Fangs is 6, that attack has a Damage characteristic of D6 instead of 1.

Sigmarite Shields: These sigilic shields protect their bearer in battle.

You can re-roll save rolls of 1 for attacks that target this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning that blast apart enemy ranks.

If the hit roll for an attack made with a Storm Blast scores a hit, that attack inflicts D3 mortal wounds and the attack sequence ends (do not make a wound or save roll).