

# DESOLATORS

The Desolators form the ultimate attack wave of the Dracothian Guard. It is their task to finish the battle, for they are the final judgement of the Heavens. Lightning arcs between the Desolators' axe strokes, scything down all who stand before them.



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
Thunderaxe	2"	3	4+	3+	-1	2
Claws and Fangs	1"	3	3+	3+	-1	1

## DESCRIPTION

A unit of Desolators has any number of models, each armed with a Thunderaxe.

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

## ABILITIES

**Fury of the Storm:** *Lightning crackles between the heads of the Desolators' axes when they attack as one.*

While this unit has 4 or more models, add 1 to the Attacks characteristic of this unit's Thunderaxes. While this unit has 6 or more models, add 2 to the Attacks characteristic instead.

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

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

**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.

**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).

## KEYWORDS

ORDER, CELESTIAL, HUMAN, DRACOTH, STORMCAST ETERNAL, DRACOTHIAN GUARD, DESOLATORS