

FULMINATORS



Aggressive and bold, there is no foe the Fulminators dare not charge. A surge of celestial energy builds before the ground-shaking impetus of their onset, a crackling war-cloud that travels like a bow wave before their lowered stormstrike glaives.

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
Stormstrike Glaive	2"	3	3+	3+	-1	1
Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Fulminators has any number of models, each armed with a Stormstrike Glaive.

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

ABILITIES

Glaivewall: *Fulminators swing their glaives as they advance, projecting a protective barrier.*

Add 1 to save rolls for attacks made with missile weapons that target this unit.

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

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

Impaling Strikes: *On the charge, the blade of a stormstrike glaive can impale several foes.*

Add 2 to the Damage characteristic of this unit's Stormstrike Glaives if the unit made a charge move in the same turn.

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, FULMINATORS