



## 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. Thus do the Concussors dispense justice upon the unworthy, leaving the enemy hordes ripe for the killing blow.



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
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

### DESCRIPTION

A unit of Concussors has any number of models. They wield sparking Lightning Hammers and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

### ABILITIES

**Thunderstrike:** If the result of a hit roll for this unit's Lightning Hammers is 6 or more, the attack inflicts a mortal wound in addition to any other damage it causes. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

**Intolerable Damage:** If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

**Sigmarite Shields:** You can re-roll save rolls of 1 for this unit.

**Storm Blast:** Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

### KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, CONCUSSORS





## 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, a cumulative fury that scythes down all who have not fallen before the burning bolts spat by the Dracoths. Against their celestial reckoning, none may escape.



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
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

### DESCRIPTION

A unit of Desolators has any number of models. They bear keen-edged Thunderaxes for scything down entire ranks of the foe, and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

### ABILITIES

**Fury of the Storm:** Lightning crackles between the heads of the Desolators' axes when they attack as one. A Desolator makes 4 attacks with its Thunderaxe rather than 3 if there are at least 4 models in its unit, or 6 attacks if there are at least 6 models in its unit.

**Intolerable Damage:** If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

**Sigmarite Shields:** You can re-roll save rolls of 1 for this unit.

**Storm Blast:** Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

### KEYWORDS

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





## 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. They are the tip of the Dracothian Guard spear, and they clear a path for all who follow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Surge	6"	D3	3+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	3	3+	3+	-1	1
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

### DESCRIPTION

A unit of Fulminators has any number of models. They bear gleaming Stormstrike Glaives and Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

### ABILITIES

**Glaivewall:** Fulminators swing their glaives in great arcs as they advance, projecting a barrier of Azyrite force. Add 1 to the result of any save rolls you make for this unit during the shooting phase.

**Impaling Strikes:** This unit's Stormstrike Glaives cause 3 Damage rather than 1 if it charged in the same turn.

**Sigmarite Shields:** You can re-roll save rolls of 1 for this unit.

**Intolerable Damage:** If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

**Lightning Surge:** Some Dracoths, trained for line breaking, spit a crackling torrent of energy at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

### KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, FULMINATORS





## TEMPESTORS

While their Dracoths charge forward spitting sizzling bolts of lightning, the Tempestors unleash the fury of their volleystorm crossbows, loosing a hail of bolts that burn like blazing meteorites. Tempestors can concentrate their fire to fell the most powerful of foes, or blast holes in enemy lines for other Dracothian Guard to exploit.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volleystorm Crossbow	12"	4	3+	4+	-	1
Lightning Surge	6"	D3	3+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warblade	1"	3	3+	4+	-	1
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

### DESCRIPTION

A unit of Tempestors has any number of models. They are armed with rapid-firing Volleystorm Crossbows and bear lethal Warblades across their back, ready to face the foe at close quarters. They also carry Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

### ABILITIES

**Disruptive Fire:** At the start of your shooting phase, you can declare that this unit will concentrate its fire on an enemy unit within 12". All models from this unit must attack that unit with their Volleystorm Crossbows. Until your next hero phase, your opponent must subtract 1 from the result of any hit rolls made for that unit.

**Sigmarite Shields:** You can re-roll save rolls of 1 for this unit.

**Intolerable Damage:** If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

**Lightning Surge:** Some Dracoths, trained for line breaking, spit a crackling torrent at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

### KEYWORDS

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