



# PROSECUTORS

## WITH CELESTIAL HAMMERS

The warrior-heralds of Sigmar, Prosecutors soar upon the wings of the storm. Many Prosecutor retinues hurl hammers of magical force as they descend upon their prey, each meteoric impact smiting the enemies of the God-King.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestial Hammers	1"	2	3+	3+	-	1
Grandaxe	1"	See below	3+	3+	-1	1
Grandblade	1"	2	3+	4+	-1	2
Grandhammer	1"	2	4+	3+	-1	2

### DESCRIPTION

A unit of Prosecutors has 3 or more models. Some units are armed with a Celestial Hammer in each hand, while others go to battle armed with a single Celestial Hammer and carrying a Sigmarite Shield. 1 in every 3 models may instead be armed with a Grandaxe, Grandblade or Grandhammer.

### FLY

Prosecutors can fly.

### PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Trained for brutal melee, he makes 3 attacks rather than 2 in the combat phase.

### ABILITIES

**Heralds of Righteousness:** Roll 3 dice instead of 2 dice when determining the charge move for this unit. In addition, you can declare a charge with this unit if it is within 18" of the enemy rather than 12".

**Cleaving Blow:** When a model attacks with a Grandaxe, select a target unit and make one attack against it for each model it has within range.

**Paired Celestial Hammers:** You can re-roll hit rolls of 1 for models armed with more than one Celestial Hammer.

**Sigmarite Shields:** You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Sigmarite Shields.

### KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, PROSECUTORS