



## PROSECUTORS WITH STORMCALL JAVELINS

Hurling across the battlefield in a blur of sigmarite, Prosecutors are ideally placed to deliver death to their chosen foes with impunity. To this end, many wield stormcall javelins, which strike their victims with the might of Sigmar's Tempest.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	18"	1	3+	3+	-	1
Stormsurge Trident	18"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormcall Javelin	2"	1	4+	4+	-	1
Stormsurge Trident	2"	1	4+	4+	-1	2

### DESCRIPTION

A unit of Prosecutors has 3 or more models. They are armed with Stormcall Javelins and carry Sigmarite Shields. 1 in every 3 models may wield a Stormsurge Trident in place of their Stormcall Javelins.

### FLY

Prosecutors can fly.

### PROSECUTOR-PRIME

The leader of this unit is the Prosecutor-Prime. Raining death from afar, he makes 2 attacks rather than 1 in the shooting phase.

### ABILITIES

**Stormcall Javelin:** If a Prosecutor throws a Stormcall Javelin at a unit over 9" away, the javelin calls down a bolt of lightning; that attack has Damage 2 instead of 1.

**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".

**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