

PROTECTORS

The stormstrike glaives of the Protectors weave in intricate patterns as they advance, creating a shield of celestial energy. When they reach the enemy's lines, their blades are turned to a deadlier purpose, dismembering their foes in a flash of sigmarite.



MELEE WEAPONS

Stormstrike Glaive
Starsoul Mace

Range

3"
1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

See below

DESCRIPTION

A unit of Protectors has any number of models, each armed with a Stormstrike Glaive. 2 in every 5 models can replace their Stormstrike Glaive with a Starsoul Mace.

PROTECTOR-PRIME: The leader of this unit is a Protector-Prime. Add 1 to the Attacks characteristic of a Protector-Prime's Stormstrike Glaive.

ABILITIES

Deathstrike: *A stormstrike glaive can slay monstrous foes with a single blow.*

If the unmodified hit roll for an attack made with a Stormstrike Glaive that targets a **MONSTER** is 6, that attack has a Damage characteristic of D6 instead of 1.

Starsoul Mace: *A starsoul mace blasts a being's soul out of synchronicity with their mortal form, slaying them as surely as any death blow.*

Do not use the attack sequence for an attack made with a Starsoul Mace. Instead, roll a dice. On a 1, nothing happens. On a 2-5,

the target unit suffers D3 mortal wounds. On a 6+, the target unit suffers D3+1 mortal wounds.

Storm-shield: *Arrows are deflected by the Protectors' weaving glaives.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this unit. In addition, if another friendly unit wholly within 6" of this unit is targeted by an enemy model's missile weapon, that friendly unit receives the benefit of cover if the attacking model is closer to this unit than it is to the target unit.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, PROTECTORS