

RETRIBUTORS

Retributors bring swift and deadly justice to the lands of the Mortal Realms. By channelling the energy of the storm, they can release thunderous bursts of sky-magic from their lightning hammers that blast the foe to ash.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	2	3+	3+	-1	2
Starsoul Mace	1"	—————		See below	—————	

DESCRIPTION

A unit of Retributors has any number of models, each armed with a Lightning Hammer. 2 in every 5 models can replace their Lightning Hammer with a Starsoul Mace.

RETRIBUTOR-PRIME: The leader of this unit is a Retributor-Prime. Add 1 to the Attacks characteristic of a Retributor-Prime's Lightning Hammer.

ABILITIES

Blast to Ashes: A well-swung lightning hammer unleashes its pent-up energies in a great blast of Azyrite energy, destroying everything it strikes.

If the unmodified hit roll for an attack made with a Lightning Hammer is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

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.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, RETRIBUTORS