

# JUDICATORS

Whistling volleys of arrows and bolts herald the attack of the Judicators. Foes are pierced by crackling arrows of pure lightning, or sigmarite crossbow bolts. Rank upon rank tumble to the ground as the Judicators ply their deadly trade.



| MISSILE WEAPONS      | Range | Attacks | To Hit | To Wound  | Rend  | Damage |
|----------------------|-------|---------|--------|-----------|-------|--------|
| Skybolt Bow          | 24"   | 1       | 3+     | 3+        | -1    | 1      |
| Boltstorm Crossbow   | 12"   | 3       | 3+     | 4+        | -     | 1      |
| Shockbolt Bow        | 24"   | 1       | 3+     | 3+        | -1    | 1      |
| Thunderbolt Crossbow | 18"   | _____   |        | see below | _____ |        |
| MELEE WEAPONS        | Range | Attacks | To Hit | To Wound  | Rend  | Damage |
| Storm Gladius        | 1"    | 1       | 3+     | 4+        | -     | 1      |

## DESCRIPTION

A unit of Judicators has any number of models, each armed with a Storm Gladius. In addition, the unit is armed with one of the following missile weapon options: Skybolt Bow; or Boltstorm Crossbow. 1 in every 5 models can replace the unit's missile weapon option with a Shockbolt Bow or a Thunderbolt Crossbow.

**JUDICATOR-PRIME:** The leader of this unit is a Judicator-Prime. Add 1 to hit rolls for attacks made by a Judicator-Prime.

## ABILITIES

**Chained Lightning:** *A shockbolt bow unleashes chain-lightning when it strikes.*

If the hit roll for an attack made with a Shockbolt Bow scores a hit, that attack inflicts D6 hits on the target instead of 1. Make a wound and save roll for each hit.

## KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, JUDICATORS

**Eternal Judgement:** *Followers of Chaos are a Judicator's favoured target.*

Re-roll hit rolls of 1 for attacks made with this unit's missile weapons that target a **CHAOS** unit.

**Rapid Fire:** *When steadied, a boltstorm crossbow can unleash a deadly hail of fire.*

Add 1 to the Attacks characteristic of this unit's Boltstorm Crossbows if this unit did not move in the movement phase of the same turn.

**Thunderbolt Crossbow:** *A thunderbolt crossbow strikes with a mighty blast of celestial energy.*

Do not use the attack sequence for an attack made with a Thunderbolt Crossbow. Instead, roll a dice. Subtract 1 from the roll if the target is a **MONSTER**. If the result is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds.