

CASTIGATORS

Castigators are often employed against ethereal enemies that can kill with but a touch. These shock troops fire over the heads of their brothers-in-arms, their deadly projectiles detonating amongst the foe in blasts of cerulean force.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderhead Greatbow	18"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greatbow's Heavy Stock	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Castigators has any number of models. Each Castigator strikes targets from afar with their Thunderhead Greatbow, and batters foes at close quarters with their Greatbow's Heavy Stock.

CASTIGATOR-PRIME: The leader of this unit is a Castigator-Prime. The To Hit characteristic of a Castigator-Prime's Thunderhead Greatbow is 2+ instead of 3+.

ABILITIES

Castigator Aetheric Channelling:
Castigators can use their knowledge of the arcane to channel aetheric energy, making their weapons more accurate or powerful.

At the start of the shooting phase, you must say if this unit will increase the accuracy or the power of their Thunderhead Greatbows. If you choose accuracy, re-roll hit rolls of 1 for this unit in that shooting phase. If you choose power, the unit's Thunderhead Greatbows have a Rend characteristic of -2 instead of -1 in that shooting phase.

Burst of Celestial Energy: *When the bolt from a thunderhead greatbow hits its target, it releases a burst of celestial energy that is deadly to daemons and spirit creatures.*

In your shooting phase, each time you make a hit roll of 6+ for an attack made with this unit's Thunderhead Greatbows, that hit roll inflicts D3 hits instead of 1 if the target is a **DAEMON** or **NIGHTHAUNT** unit.