

SEQUITORS

Sequitors are stern warriors who channel the tempest through the magical weaponry bequeathed to them by Sigmar. To be struck by such a warrior is to feel the energy of the storm discharging with thunderclap force.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormsmite Maul	1"	2	3+	3+	-	1
Stormsmite Greatmace	1"	2	3+	3+	-1	2

DESCRIPTION

A unit of Sequitors has any number of models. Each Sequitor is armed with a Stormsmite Maul and Soulshield. 1 in every 3 models may instead be armed with a Stormsmite Greatmace.

SEQUITOR-PRIME: The leader of this unit is a Sequitor-Prime. A Sequitor-Prime may be armed with a Stormsmite Greatmace instead of a Stormsmite Maul, in addition to any other models in the unit that can have a Stormsmite Greatmace. Add 1 to the Attacks characteristic of a Sequitor-Prime's Stormsmite Maul or Stormsmite Greatmace.

ABILITIES

Soulshields: *Soulshields are harder than steel and thrice blessed during their forging, so they can withstand any blow.*

You can re-roll save rolls of 1 for this unit if any models from the unit are carrying Soulshields.

Sequitor Aetheric Channelling: *Sequitors can use their knowledge of the arcane arts to channel aetheric energy into their weapons or shields.*

At the start of the combat phase, you must say if this unit will channel aetheric power

into its weapons or its shields. If you choose its weapons, you can re-roll failed hit rolls for the unit in that combat phase. If you choose its shields, you can re-roll failed save rolls for the unit in that combat phase (instead of only re-rolling save rolls of 1).

Greatmace Blast: *A stormsmite greatmace emits bursts of celestial energy that are deadly to daemons and spirit creatures.*

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