

CASTIGATORS

Castigators are often employed against those ethereal enemies that can kill with but a touch. These shock troops fire their deadly projectiles over the heads of their brothers-in-arms to detonate 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
Heavy Stock	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Castigators has any number of models, each armed with a Thunderhead Greatbow and a Heavy Stock.

CASTIGATOR-PRIME: The leader of this unit is a Castigator-Prime. Add 1 to hit rolls for attacks made with a Castigator-Prime's Thunderhead Greatbow.

ABILITIES

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.*

If the unmodified hit roll for an attack made with a Thunderhead Greatbow that targets a **DAEMON** or **NIGHTHAUNT** unit is 6, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.

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 attacks made by this unit in that shooting phase. If you choose power, this unit's Thunderhead Greatbows have a Rend characteristic of -2 instead of -1 in that shooting phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, JUSTICAR, CASTIGATORS